GAME CATALOG

Featuring: BATTLE • FANTASY • HISTORICAL • SF • ROLE PLAYING • SIMULATION • ADVENTURE • EDUCATIONAL • SPORTS • LEISURE TIME and MICROCOMPUTER GAMES from America's #1 adult game designer

The AVALON HILL Game Company

4517 Harford Road • Baltimore, MD 21214 (301) 254-5300

Our Philosophy . . .

Avalon Hill has grown from a backyard garage operation (early 50's) to its present multi-million dollar design and publishing operation largely by diversification.

In its attempt to be "all things to all people," Avalon Hill games fall into four broad categories:

Wargames and Historical Simulations
Sports Illustrated Games
Leisure Time and Family Recreation
Computer Games for play on Personal Home Computers

What follows is a general overview of what each of these categories offers in the way of gaming entertainment, plus detailed explanations of how each is played.

Wargames and Historical Simulations

Wargaming can be a deceiving term. Wargamers are not warmongers. People play wargames for one of three reasons. One, they are interested in history, particularly military history. Two, they enjoy the challenge and competition strategy games afford. Three, and most important, playing games is FUN and wargaming is their hobby.

Indeed, wargaming is an expanding hobby. Though it has been around for over twenty years, it has only recently begun to boom. It's no longer called just wargaming. It has other names like strategy gaming, adventure gaming, and simulation gaming.

Almost all of our wargames are basically for two people, though many can be played by more than two. Where games are specifically for three or more players, known as multi-player games in the hobby, this is noted in the description. Many gamers used to play wargames solitaire, mainly because they couldn't find an opponent. Today this is rarely a problem. The closets are empty, wargamers are everywhere. Clubs are springing up all over. Still, many gamers ask if a particular game can be played solitaire. Our answer is "sort of", if you don't cheat. We should stress though, that a large part of the enjoyment of any hobby is the camaraderie with other members of the same hobby. Friendly and social gaming is the rule, not the exception.

Each game in this category contains a complexity rating. This should be used as a guide by potential buyers. It is especially helpful for those unfamiliar with the hobby, but interested in getting into it. Many people have been turned off to wargames because they bought the wrong game first.

Most gamers start with an introductory level game and then progress up the complexity scale at their own pace. The logic in this is that most wargames are related in the way they are played (the game mechanics or game system). Many concepts carry over from one group to the next. As you go up the complexity scale, the games just tend to get bigger and more involved, adding more and more rules.

The more rules a game has, the more historically accurate and the more realistic (true to life) it will be. The less rules a game has, the more playable (quick and easy) it will be. This, of course, is a general rule and not true in every case, but is presented here as an explanation. There is always some trade-off between realism and playability in wargames.

We don't want the new, potential hobby member to be turned off after trying just one game. There is something for everyone here. It's just a matter of finding the right thing for you. Many gamers never go past the lower levels of complexity, being content to play the less complex games and enjoying these as their niche in the hobby. After all, because they are less complicated does not mean they are less demanding. All our games make for fine competition. The decisions about complexity, and playability versus realism are all up to you. We think you'll find enjoyment no matter what you decide.

Complexity ratings of one to three are introductory level games. Ratings of four to six are intermediate levels, and ratings of seven to ten are the advanced levels. Many games actually have more than one level in the game itself, having a basic game and one or more advanced games as well. In other words, the advance up the complexity scale can be accomplished within the game.

The listed playing times can be deceiving though they too are presented as a guide for the buyer. Most games have more than one game within them. In the hobby, these games within the game are called scenarios; part of the total campaign or battle the game is about. Scenarios give the game and the players variety. Some games are completely open-ended. These are actually a game system, rather than just a game. In these games, a design-your-own section of the rulebook allows players to recreate any hypothetical or historical action of the type covered by the game. The rules serve only as a framework for the player's own interests and imaginations.

Care is taken to develop and publish quality games that will appeal to the widest segment of gaming interests possible. We point with pride to the knowledge that Avalon Hill has the highest percentage of "best game awards" in the industry.

Prices vary from store to store. See our separate Game/Parts List for current retail pricing of all our products.

For quick credit card purchasing, call TOLL FREE 800-638-9292—OPERATOR 1.

TACTICS II

Complexity Rating—1
Playing Time—Two Hours
Awards—Hall of Fame (Charles Roberts Awards 1979)

The hobby of wargaming was born in the late 50s with the inception of Avalon Hill's TACTICS. By divine right, TACTICS II, a direct descendant, is the original wargame.

TACTICS II is sort of like military chess. Different pieces called "units" in wargames, have different capabilities just like chess pieces. The major difference is that a player can move all his pieces each turn, and after all his pieces are moved, battles are resolved against enemy units his pieces are next to (adjacent to).

The other major difference between wargames and chess is that wargames have a mapboard, divided into squares or hexagons for movement purposes. TACTICS II has a 22" × 28" mapboard portraying a fictional continent with two countries; Blue and Red. Terrain includes roads, rivers, woods, mountains, beaches, and cities. The Blue Capital can only be reached over a vast plain, bordered on the left by mountains and on the right by woods. The Red Capital is on an island and can only be reached across one of several bridges or by an amphibious invasion.

Game features include special functions for headquarters units, terrain effects, invasions, airborne assaults, weather effects, replacements, isolation, and even nuclear weapons. Units represent infantry, armor, mountain, airborne, headquarters, and amphibious troops. Over 100 counters in all.

The rulebook is divided into a basic game and a tournament game (advanced game). Both are balanced and quick playing.

Excellent as the hobby of wargaming's introduction to the public, TACTICS II is still an outstanding introductory game for potential hobby members. The armies in the game are equal. Victory will be gained by a combination of logic, foresight, luck, common sense, and skill in military strategy and tactics. More importantly though, you will have entered a hobby that can bring a lifetime of enjoyment, because games are first, and foremost, FUN.

The Original Wargame

Being the oldest doesn't always mean being the best, but in the case of the games listed on this page, longevity has a special significance. These games have not only been around longer than the rest, but they have stood the test of time to become universally recognized as the hobby's first 'Classics'. Like vintage automobiles, in many ways more attractive than their bevy of younger cohorts which sometimes seem to be coming off an assembly line!

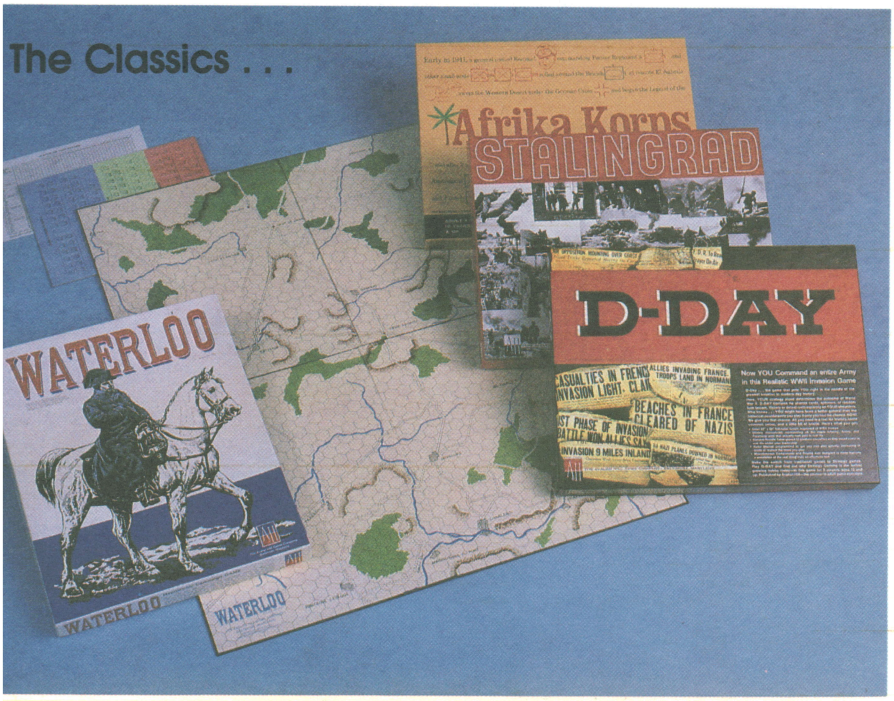
Maintained by a strong, devoted following, these games are still the answer to anyone believing that simple games are the most fun. There is no subtlety in the rules, it's all in the play of the game and the decisions of the players. Skill is paramount. Clutter and intricacy are replaced by precision and concision.

'Classics' also serve another purpose, however. With no complications or over-involved rules, their basic system is what is at the heart of all wargames, and playing a 'Classic' enables the beginner or novice to break into the hobby slowly and easily. The nucleus of the rules is a two phase game; movement then combat.

Many a gamer has started on one or more of these games, laying the foundation for a lifetime of enjoyment playing wargames. Be warned though, many gamers come back after first going on, and some never leave, hooked by the 'Classics'. After all, there is something tremendously satisfying about knowing something well enough to consider yourself a master. Indeed, many of the hobby's best gamers are part of the 'Classics' following.

Small wonder that the most popular tournaments at gaming conventions focus on the 'Classics'!

The Classics . . .



WATERLOO

Complexity Rating—2
Playing Time—Four Hours

Wellington versus Napoleon in one of history's most famous battles, which ended the French Empire. A 22" × 28" mapboard, over 150 counters, playing aids, and an eight page rulebook.

AFRIKA KORPS

Complexity Rating—2
Playing Time—Three Hours or Less

Rommel's tanks thunder across the sands of North Afrika again, headed for Bengasi, Tobruch, and El Alamein. 44" × 14" mapboard, over 100 counters, playing aids, and a four page rulebook.

STALINGRAD

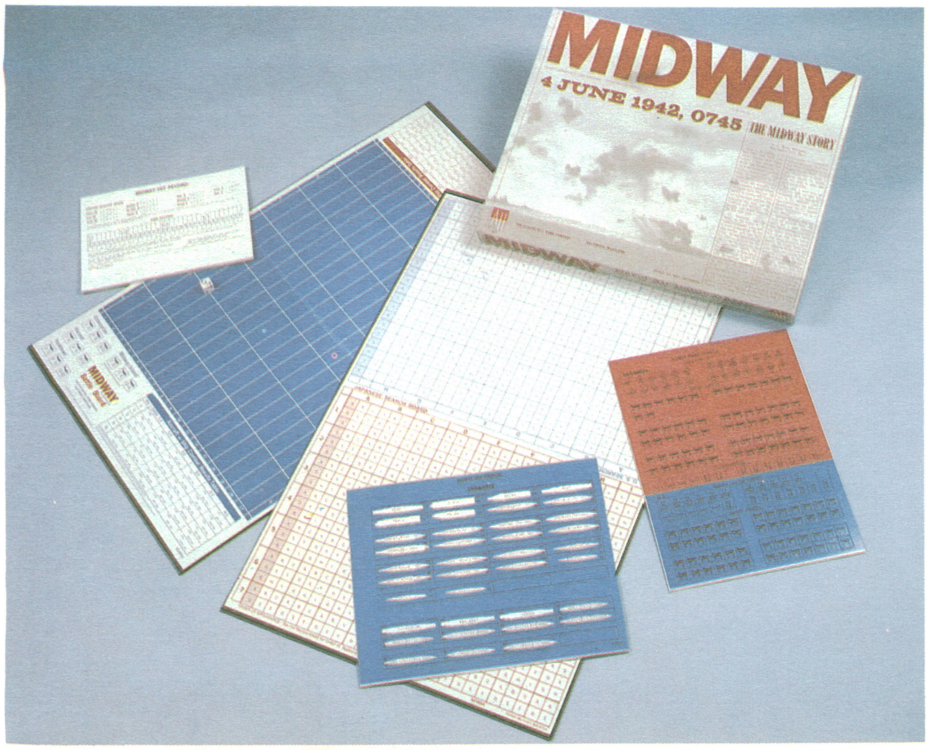
Complexity Rating—2
Playing Time—Four Hours

The German invasion of Russia in World War II from the Polish border to Stalingrad, Moscow, and Leningrad, 1941-43. A 22" × 28" mapboard, over 100 counters, playing aids, and a rulebook.

D-DAY

Complexity Rating—2
Playing Time—Four Hours

The Allied version of Europe from Normandy or an alternate invasion site to the thrust into Germany. A 22" × 28" mapboard, over 150 counters, playing aids, and an eight page rulebook.



MIDWAY

Complexity Rating—3
Playing Time—Two Hours

4 June 1942.

"At 11:55, I spied a lone Japanese cruiser scurrying under full power to the northeast. Concluding that she was a liaison ship between the occupation forces and the striking force, I altered my Group's course to that of the cruiser. At 12:05 that decision paid off."

"Peering through my binoculars dead ahead, I saw the Japanese carrier striking force. At 12:22, I started the attack, rolling in a half roll and coming to a steep 70° dive. About half way down, anti-aircraft began booming around us, our approach being a complete surprise up to that point. The enemy carriers had their decks full of planes which had just returned from the attack on Midway."

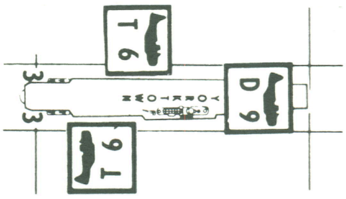
"Our bombs began to hit home. Carriers Akagi and Kaga were enveloped in masses of flame and smoke. Violent explosions resulted."

(The above is from an eyewitness account written by Rear Admiral Wade McClusky, U.S.N., deceased)

MIDWAY recreates the battle that marked the turning point in the war in the Pacific. Players move their ships across their own board while searching for the other player's ships. Located ships are attacked by planes from a player's carriers or Midway Island. Because of the hidden movement system, both for ships and planes, the game has constant intensity and excitement.

The Japanese have more planes but the burden of attack falls on them as they must also invade Midway Island, the sooner the better. The Americans must defend the island as long as possible while destroying as many Japanese ships as possible.

A 'Classic' with a unique game system! Components include two search boards, one battle board, over 150 counters, a search screen, and a twenty-four page rulebook.



VICTORY IN THE PACIFIC

Complexity Rating—2
Playing Time—Three to Four Hours
Awards—Best Strategic Game Of The Year (Charles Roberts Awards 1977)

December 7, 1941, Pearl Harbor. The United States fleet lies burning. The Imperial Japanese Navy begins its sweep across the Pacific. This is the beginning of the most mammoth naval war in history. For three years, to late 1944, the largest navies in the world will collide on the largest ocean in the world.

VICTORY IN THE PACIFIC is an offspring of *WAR AT SEA* but the resemblance is a slight one. *VICTORY IN THE PACIFIC* adds many additional rules and subtleties plus more ships and sea areas to the basic WAR AT SEA system. Yet it remains a simple strategic level game.

The Japanese player begins the game with an overwhelming advantage in numbers and must spread out across the Pacific capturing ports, bases, and sea areas. The Allied player must keep things as close as possible and survive the first few turns until his mushrooming productivity overtakes the Japanese strength advantages, in the later game.

Special rules cover marines, capturing ports and bases, submarines, night actions, day actions, airstrikes, raiding ships, patrolling ships, the Pearl Harbor Raid, and land-based air units. Game comes with 22" × 28" mapboard, over 200 counters, charts and a simple, easy to learn six page rulebook.

WAR AT SEA

Complexity Rating—1
Playing Time—One Hour

An elegantly simple system has made WAR AT SEA the best introductory wargame around. Somewhat surprisingly, it has also become a favorite among experienced wargamers as well, as the game to fall back on when no other mutual interest can be secured. Everyone knows how to play *WAR AT SEA*.

WAR AT SEA abstractly portrays the Battle for the Atlantic during World War II between the British and German fleets. The British must establish a blockade in the North Sea and the Barents Sea to stop German raiders from escaping from Germany out into the open seas. The Germans must find a way to hit and run, keeping their escape routes and options open.

Every capital ship that took part in the action is represented, including the Bismarck, Tirpitz, Hood, Ark Royal, and Victorious. Also included are some ships that were never completed such as the German aircraft carrier Graf Zeppelin.

Combat is resolved by die rolls after determining each individual ship's attack and defense factors, and deciding which ships will attack which enemy ships. Other rules cover U-Boats; Italian, Russian, and American navies; the South American neutral port, refueling at sea, the Mediterranean, convoys to Russia, and land-based airstrikes.

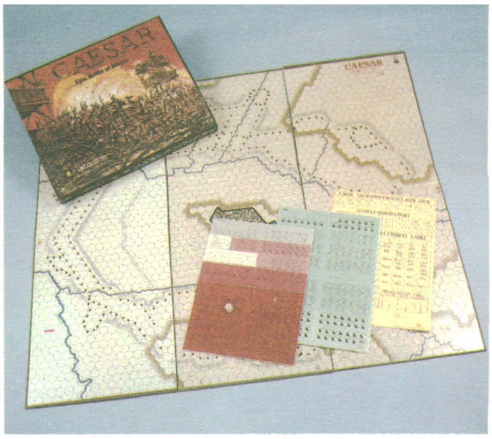
The perfect game for beginners and experienced gamers alike, with 22" × 14" mapboard, over 100 counters, and a six page rulebook.

CAESAR (At Alesia)

Complexity Rating—4
Playing Time—Six Hours and Up

In 51 B.C., in his campaign to pacify Gaul, Caesar has chased the rebel leader Vercingetorix and his forces into the town of Alesia. Ruling out an assault on the fortification, Caesar and his legions construct their own fortifications around the town, facing in both directions! The wisdom of this becomes apparent when a relieving Gallic force of over a quarter of a million men arrives. Now Caesar must defend a tactical donut, outnumbered six to one, in the epic battle of Alesia.

Units represented include infantry, cavalry, archers, javeliners, Numidian light infantry, Italian recruits, and leaders. Game includes a 22″ × 33″ mapboard, over 400 counters, playing aids, and a sixteen page rulebook. Equally good for two, three, or four players. A unique game situation.

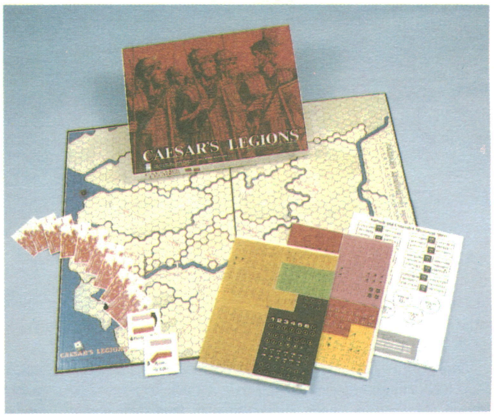


CAESAR'S LEGIONS

Complexity Rating—5
Playing Time—Two Hours and Up

After pacifying Gaul, Rome decided to cross the Rhine and attempt to likewise conquer Germany. *CAESAR'S LEGIONS* recreates the campaigns against the barbarian tribes of Germany from 58 B.C. to 69 A.D. Five scenarios include the ambush and massacre of three Roman legions at Teutoburger Wald in 6 A.D. and the Roman campaign to revenge Teutoburger Wald in 9 A.D.

The Game system is somewhat reminiscent of *1776;* continuous battles with multiple combat rounds and tactical cards. In addition, the highly divergent capabilities and advantages of the legions and barbarians are recreated in movement and battle. A 22″ × 28″ mapboard, over 400 counters, playing aids, and a sixteen page rulebook.



ALEXANDER

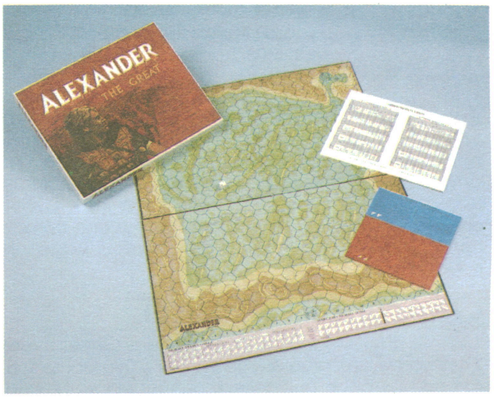
Complexity Rating—5
Playing Time—Two Hours

ALEXANDER recreates the battle on the plain of Gaugamela between Alexander the Great's Macedonian army and King Darius' Persian Host.

The battle, once begun, will be fierce and over quickly. There can be no retreats or withdrawals. No reforming of the lines. Morale wil be the key. If it plummets past a certain point, it will be hard to turn the tide and win. Setbacks bring more setbacks and the cycle is hard to break.

Units are Macedonian, Persian and Greek, and represent infantry, cavalry, phalanx, mercenary, archers, horse archers, javeliners, chariots, elephants, and leaders. Three different sized counter types distinguish phalanx and leader counters from other units.

Special rules cover charges, unit maneuver capabilities, leader bonuses,missile fire, overruns, stampeding elephants, and much more. 22″ ×28″ mapboard, almost 100 counters, playing aids, and a twenty-four page rulebook!



1776

Complexity Rating—7
Playing Time—Scenarios: One Hour and Up
Campaign Game: Eight Hours and Up

Now all the great moments of the American Revolution come to life in *1776*. Refight the battles of Bunker Hill, Lexington, Trenton, Yorktown, and Saratoga. Suffer the cruel winters in quarters at Valley Forge and Morristown. As the American player, recreate George Washington's hit and run strategy, harassing and evading the British forces. As the British player, surround and encircle the American armies, forcing them to fight a major battle before they are ready; a battle they can't win.

Game includes four scenarios and a campaign game. A 16″ × 44″ mapboard covers the colonies that became America, from Quebec to Georgia. Over 400 counters represent Continentals, British regulars, French regulars, Tory militia, rebel militia, indians, and naval units. The thirty-two page rulebook is divided into a basic game, an advanced game, and a campaign game.

A tactical combat system, using strategy cards for offense and defense and an innovative sustained combat system recreate the individual battles of the campaign. Other game features include supply restrictions; weather restrictions; French intervention; mobilization of militia; British minimum victory conditions; forced marching; building entrenchments, fortifications, magazines, and bateaux; offboard naval movement; dragoons; inverted and decoy counters; garrisoning towns; artillery units; and automatic elimination.

WOODEN SHIPS AND IRON MEN

Complexity Rating—6
Playing Time—One Hour and Up

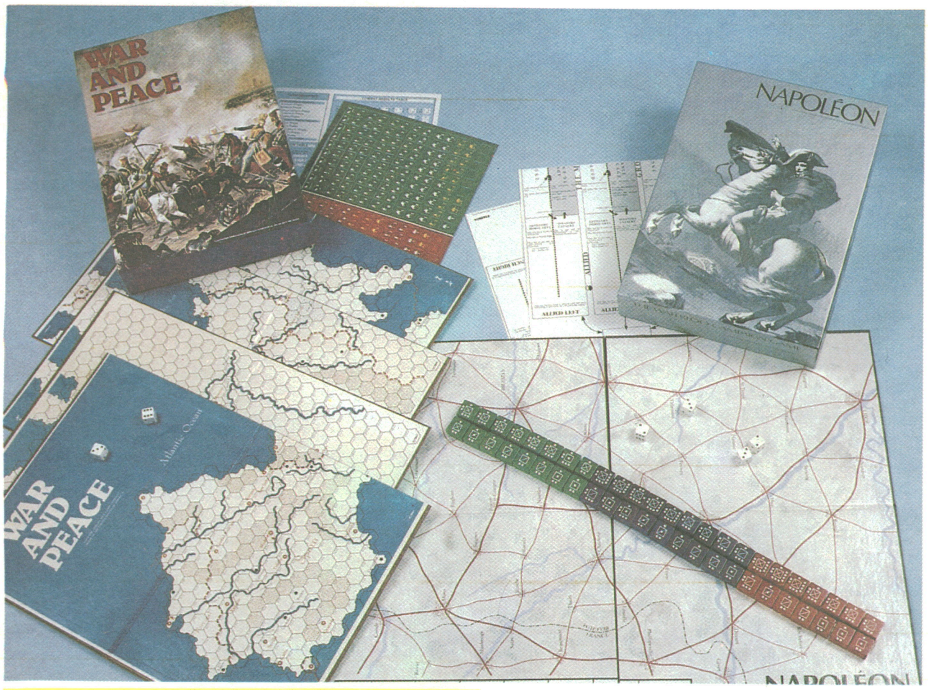
John Paul Jones and Lord Nelson sail the seas again in this realistic, highly playable, ship vs. ship game covering the American Revolution and Napoleonic Era.

Every type of ship that saw action from 1776 to 1815 is represented; frigates, ships-of-the-line, merchantmen, privateers, sloops, fire ships, bomb ketches, galleys, gunboats. Ships like the Ranger, Constellation, Wasp, Vengeance, Constitution, and Suffren.

Twenty-seven scenarios include the battles of Trafalgar, the Nile, and the Chesapeake. In addition a design-your-own section of the rules allows players to recreate any other historical or hypothetical situation. Games may be single ship vs. ship duels or fleet vs. fleet battles. Good for any number of players.

A simultaneous, hidden movement system using ship logs recreates the spontaneity and unpredictable events of naval battles. Game features include fouling, grappling, exploding ships, toppling sails, boarding, melee, drifting, collisions, types of ammunition, raking, weather effects, towing, land and shallows, and much more.

A basic and advanced game have something for everyone. A 22″ × 28″ mapboard in two isomorphic sections, over 150 counters, charts and playing aids, and a thirty-six page rulebook complete the package.



WAR AND PEACE

Complexity Rating—5
Playing Time—Two Hours and Up

On December 2nd, 1804, the coronation of Napoleon Bonaparte as Emperor of France marked the beginning of one of the most famous eras in military history. All of Europe would be brought to war in the next ten years.

WAR AND PEACE recreates the campaigns of Napoleon from 1805 to 1815. Ten scenarios, mainly for two players, cover all the major campaigns and battles including Austerlitz 1805, Russia 1812, and Waterloo 1815. In addition, the campaign game is undoubtedly the ultimate in Napoleonic strategy, good for two or more players.

A 16" × 44" mapboard depicts the coast of Portugal to the heart of Russia at the beginning of the 19th century. More than a thousand counters represent every major leader and unit that took part in the campaigns. Infantry, cavalry, guards, cossacks, naval units, landwehr, and militia are all here.

Adorned with a simple, clean game system, victory determination is thrown entirely into the hands of the players. Somewhat reminiscent of 1776, the game uses strength points and allows for hidden strength allocations to individual leaders. Diplomacy is represented in both the two player and multi-player scenarios and is a crucial factor in the campaign game.

Game features include an attrition phase, overruns, forced marches, sieges, morale, and entrenchments. A tactical matrix system can be added to the combat resolution at the player's option. Player aid cards and a twenty-four page rulebook complete what may be the final word in Napoleonic games.

CHANCELLORSVILLE

Complexity Rating—4
Playing Time—Three Hours

May 1, 1863. Fredericksburg, Virginia. General Hooker and his 130,000 man Union Army of the Potomac have cornered the entire 60,000 Confederate Army of Northern Virginia. General Robert E. Lee has been outflanked, outmaneuvered, and now stands outnumbered two to one in a desperate situation. Defeat could mean the end of everything, even the Civil War itself.

In the game, the Union player must get his troops across the Rappahannock River in force during the night before the Confederate units can react. It will be touch and go. The Confederate player will be using delaying actions such as artillery fire and cavalry raids to slow the Union advance. Eventually though, the inevitable frontal battle will decide the fate of both armies.

CHANCELLORSVILLE is a redone 'Classic'. New artwork has given the game a new look, but the major change is in the feel of the game, which now pays much closer attention to the historical campaign. Both sides will be hard pressed to gain victory.

Units are divisions which can breakdown into their component brigades. Game features include offensive and defensive artillery fire, a realistic combat results table, assault boats and pontoon bridges, night restrictions, fortifications, command control, and limited intelligence. 22" × 28" mapboard, over 150 counters, player aid charts, and a sixteen page rulebook.

NAPOLEON

Complexity Rating—3
Playing Time—Two *hours*

It is noon, June 18, 1815, and the battle which will shape the destiny of Europe is about to begin. Despite the ominous presence of two opposing armies, the surrounding hillsides are strangely silent. Only the sporadic clatter of a hurriedly-summoned battery dashing off to the left wing interrupts the panoramic spectacle presented by row upon row of soldiers whose brightly colored hue belies their grim intensity.

NAPOLEON is a game in which two or three players may restage the Waterloo Campaign. It opens with Napoleon's army mobilized on the French border, ready to invade Belgium. As Napoleon, you must quickly defeat the allied British and Prussian armies before they can unite and crush you beneath their combined weight.

Actual battles are ingenious and exciting conflicts which readily capture the style and tempo of a Napoleonic battle. Three dimensional playing pieces mask the type and strength of your forces while you maneuver and deploy for battle. Infantry, cavalry, artillery, and horse artillery all have different strategic and tactical roles and advantages. Infantry can attack, defend, or form squares against unsupported cavalry. Cavalry can charge with increased shock effect, cover retreats, or wreak havoc among unsupported retreating infantry and artillery. Artillery can mass to bombard a defensive position or tear huge holes in an attacking force. Horse artillery have the advantages of cavalry and artillery.

A 16" × 22" mapboard, 48 wooden units, player aids and charts, and a six page rulebook complete the package.

GETTYSBURG

Complexity Rating—Basic Game 3
Intermediate Game 6
Advanced Game 10
Playing Time—Three Hours and Up

The booming of over two hundred cannons fills the air as both armies prepare for the Confederate onslaught. Success will mean the probable capture of Baltimore and Washington. Failure will mean the end to the Confederate offensive.

The original version of this game was the first historical wargame on the market. Revised several times in the 60s, this, the 77 version, is the ultimate game on the Battle of Gettysburg.

The basic game is in the 'Classic' tradition simple, quick, and furious. Each side has about twenty-five counters on the board.

The intermediate game is a large step up in complexity. Each player has sixty to eighty counters in play. Added game features include terrain effects, strategic movement, voluntary retreats, a more sophisticated combat system, disorganization, command control, breastworks, and artillery fire.

The advanced game is the final word in Civil War strategy and tactics. Features include unit formations (column, line, battle, etc.), unit experience, more detailed command control, unit activties for each turn, unit facing, unit range of influence, expanded combat sequence, individual leaders, and the most detailed order of battle for the Battle of Gettysburg possible.

Each game has its own distinct set of rules and counters. Over 1000 counters in all. 22" × 28" mapboard done as a relief map, numerous playing aids and charts, and a thirty-two page rulebook complete the package.

RICHTHOFEN'S WAR

Complexity Rating—5
Playing Time—One Hour

Daybreak, 1917. Your Sopwith Camel is revving up on the tarmac outside the operations hut. You slip into your flying suit and adjust your goggles. Today you fly to meet the Red Baron in the skies over France.

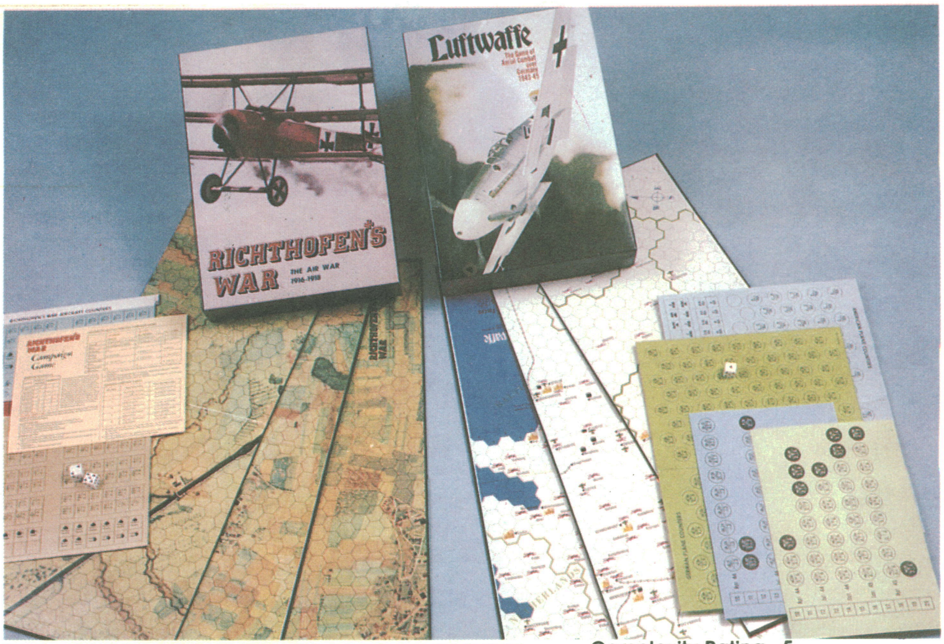
The 22" × 24" mapboard is an actual aerial photograph of the front lines during World War I, faithfully reproduced in the smallest detail. Each hexagon is fifty meters across. Each counter in the game is one plane.

An aircraft status pad that works like a real instrument panel allows each player to keep track of his plane's speed, altitude, rate-of-climb, ammunition supply, and other aspects critical to keeping a plane in the air. Players may control one or more planes in this manner, and maneuver them within the ability of each plane type.

Seven scenarios are provided, allowing players to create literally hundreds of uniquely different games and refight almost any type of combat action that actually occurred, including tactical bombing missions, trench strafing missions, artillery spotting missions, balloon busting missions, photo-recon missions, and dogfights.

Thirty-two plane types are represented including Nieuports, DeHavillands, Sopwith Pups, Sopwith Camels, Albatrosses, Rolands, and Fokkers. Over 180 counters in all.

Anything can happen. Your gun may jam, you may take a critical hit in the wing or engine. A campaign game also allows you to become an ace and build skill and reputation as your successes mount, improving your abilities in the game at the same time.



LUFTWAFFE

Complexity Rating—5
Playing Time—Two Hours and Up

A glint of sunlight dancing on silver wings signals the approach of enemy fighters. Diving through the clouds, ME 109s flash by the lumbering American bombers, a steady spray erupting from their cannons. A bomber bursts into flames and plunges earthward trailing a plume of smoke. Mustangs jettison their fuel tanks and wing over in hot pursuit of the 190s.

LUFTWAFFE is a game that recreates the drama of the war in the skies over Nazi Germany. As the American player, you must eliminate key industrial complexes and destroy Germany's resources. You will have to plan the missions, direct the attacks, and elude the Luftwaffe as much as possible. Time is against you.

As the German player, you must prevent the American bombers from reaching their targets, while keeping your own plane losses to a minimum. The more targets the American bombers can destroy, the less planes you receive, and you may not get the far superior jets at all.

The 22" × 24" mapboard, covering an area from Italy to Russia, shows all the railroads, factories, air bases, and oil refineries that are the American targets. Over 180 counters plus rules, charts, playing aids, a campaign briefing booklet, and a rulebook.

JUTLAND

Complexity Rating—6
Playing Time—Four Hours

The first boardgame without a board. *JUTLAND* can be played on any flat surface from a dining room table to a gymnasium floor. A unique concept and a very versatile game!

The game has both a strategic and a tactical part. The strategic part, concerning searching for the opponent's fleet, is handled on log sheets portraying a map of the North Sea area. When ships are sighted in the same hex on the log sheet, the game moves to the tactical part of the game—the actual fleet engagement. The two aspects are interwoven in a streamlined fashion and completely recreate what happened or what might have happened at the most famous naval battle of World War I.

Scenarios add three smaller engagements between portions of the main fleets. There is no searching in these games as duels begin with the ships spotted and already deployed for battle.

The system is based on naval miniatures rules. Each ship's specifications govern how it functions; its gunnery factors and gun positions, gun ranges, ammunition supply, torpedoes, damage to different sections of the ship, fuel/time at sea, speed, possible maneuvers, turning capabilities. The tactics used in the game will be in the mold of the period as the players are forced to use their ships in the way they are intended to be used. Each ship has its own limitations and advantages. As the commander, you will have to use your fleet to its fullest to win.

Over 100 double-sized counters, search and hit record pad, playing aids such as range finders and movement gauges, charts, and a twenty-four page rulebook are included.

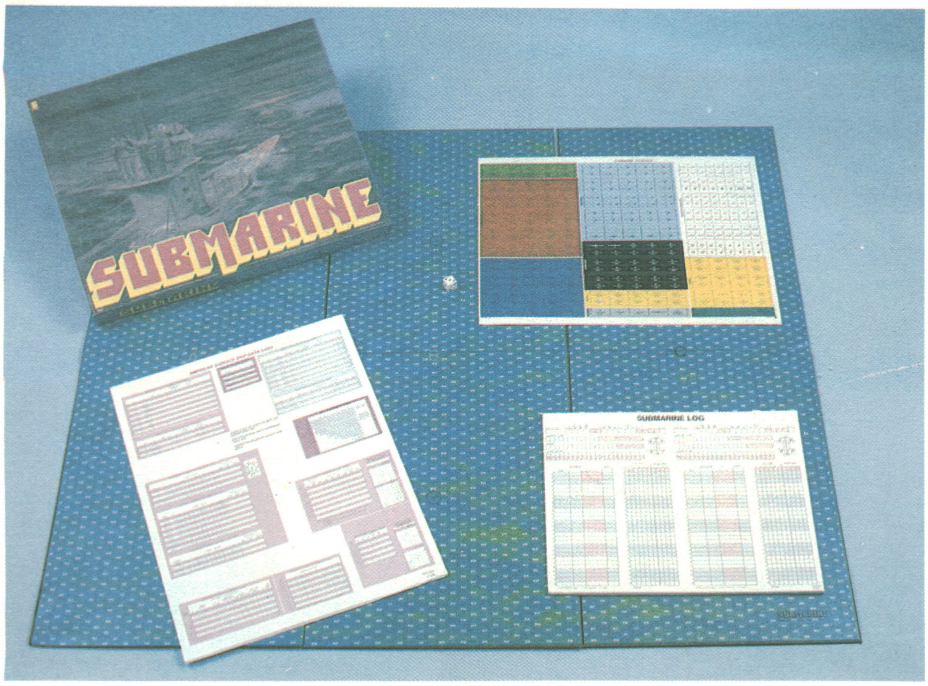
BISMARCK

Complexity Rating—Basic Game 4
Intermediate Game 6
Advanced Game 7
Playing Time—Two Hours and Up

At dusk on May 21, 1941, the German battleship Bismarck, accompanied by the heavy cruiser Prinz Eugen, quietly slipped from her base in Bergen, Norway to begin one of the most dramatic chapters in naval history. Her orders: clear the Atlantic of Allied shipping.

BISMARCK is organized into three games of increasing complexity. The Basic Game concentrates on the British attempt to locate, track, and sink the Bismarck. It uses the ships and planes that were historically available. The Intermediate Game introduces a series of optional rules that can be added in any combination the players desire. These include more realistic methods for weather determination, refueling, submarines, destroyers, more convoys, more detailed air combat, repairs, and ship breakdown. The Advanced Game is a miniatures oriented approach to tactical naval combat. Factors such as gun size, the number of guns, armor strength, and fire control are all involved. Similar to the *JUTLAND* system, battles can be fought on any flat surface. A game by itself, the Advanced Game can also be used in conjunction with the other two games as well.

Two search boards make the game one of hidden movement. Engagements are fought on the battle board. Over 300 counters represent all the major ships that took part or could have taken part in the operation, planes, and various markers. A hit record pad, range finders, movement gauges, six huge player aid cards, and a thirty-six page rulebook complete the package.



SUBMARINE

Compelxity Rating—8
Playing Time—One Hour and Up

Through bleary, red eyes, the captain scans the surface through the periscope. "She's a British tanker, 18,000 tons. Target Blue 60, speed 16½ knots, range 5,000 meters, torpedo speed 30 knots, running depth 7 meters. Fire when ready."

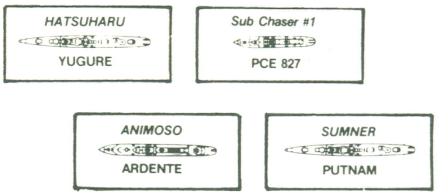
SUBMARINE is a tense duel of nerve and wits recreating tactical submarine warfare in World War II. Basically one on one, the players assume the roles of submarine commanders and destroyer captains, though more than one of each type vessel may be in the game. Most scenarios will involve attacks on convoys or perhaps an aircraft carrier.

Basic and advanced games allow players to add only the amount of complexity, and realism, they desire. Game features include hidden submarine movement, surface battles, collisions, sonar, radar, star shells, silent running, hidden torpedo movement, weather, crew quality, damage repair, cargo types, and submarine versus submarine actions.

Game includes German, Italian, French, American, British, Russian, Japanese, and Neutral ships. Submarines have a variety of torpedo types with different speeds and explosive power, and destroyers have varied weaponry including hedgehogs, squids, k-gun launchers, and the standard stern rack depth charges.

A log pad is used to pre-record all movement for both sides. When there is more than one player on a side, communications will be limited or non-existent as each member of the wolf pack or escort squadron operates his vessel independently.

A design-your-own section of the rulebook as well as a campaign game makes the game's scope unlimited. A 33″ × 28″ mapboard with reduced hexes provides the players with large areas of ocean. Over 200 counters, various playing aids and charts, and a thirty-six page rulebook complete the package.



ANZIO

Complexity Rating—Basic Game 4
Advanced Games 7-10
Playing Time—Two Hours and Up

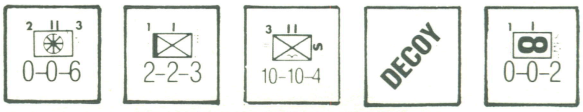
Few games have been kept up to date as much as ANZIO has. Revised and revised again, a good game has gotten better and better. Played on a 44″ × 14″ mapboard of Italy, the game recreates the Allied amphibious invasions and campaigns to secure the peninsula leading to the heart of Europe. The Allies face not only the German and Italian armies, but some of the most varied terrain in the world.

Unit counters represent American, British, Greek, Canadian, Polish, French, Indian, German, and Italian forces. Order of Battles are available for a variety of mini-games and the campaign game, providing a highly versatile game of almost any duration and complexity.

The twenty-four page rulebook is divided into a basic game and several advanced versions. Each advanced version adding more and more rules, complicating while making the game more realistic and adding the feel of the actual problems, decisions, and actions of the campaign.

Game features include unit step reduction, naval bombardment, tactical airpower, paratroopers, limited intelligence, breakthrough combat, supply, stacking values, special terrain effects, and fortifications. A gem for the hardcore gamer.

AIR ASSAULT ON CRETE & INVASION OF MALTA



Complexity Rating—5
Playing Time—Crete: Three Hours
Malta: Two Hours

Early on the morning of May 20, 1941, the German Army launched the first totally airborne invasion in history. The objective: the island of Crete in the Mediterranean.

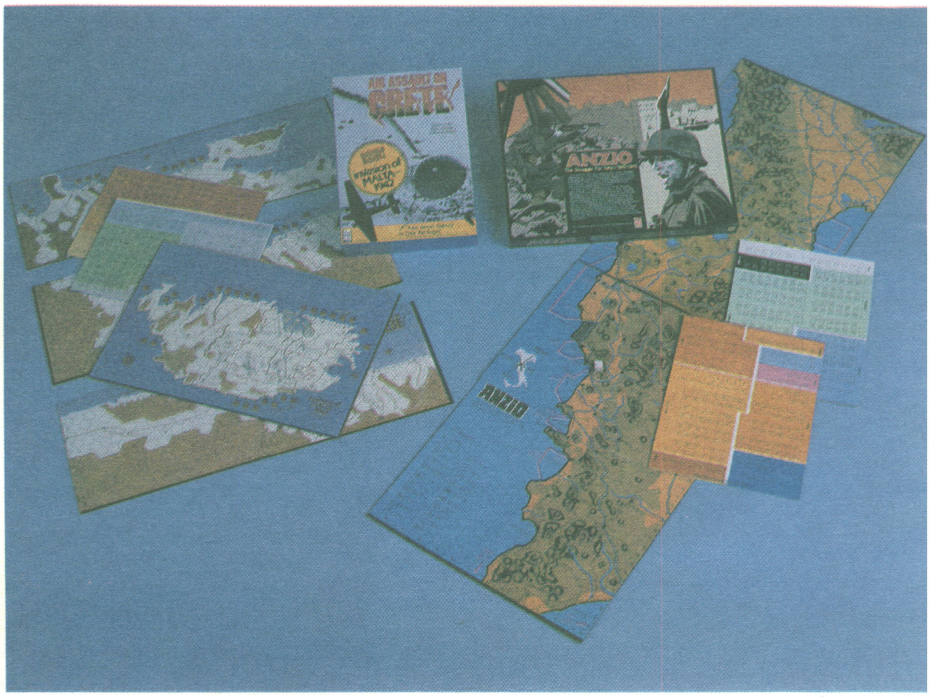
A unique Avalon Hill package, *AIR ASSAULT ON CRETE & INVASION OF MALTA* is actually two games in one. Sharing the same basic rules system, each game has its own mapboard and playing pieces. A bonus for loyal AH fans!

In *AIR ASSAULT ON CRETE,* the Allied defense and German attack are centered on the three airfields (Maleme, Heraklion,and Retimo) and the port of Suda. The Germans must take one of the airfields to allow their reinforcements to land. The Allies must hold the airfields and port so they can evacuate their specialists and troops.

Features include armor breakdown, trucks, a coastal steamer, anti-aircraft units, coastal artillery, air units, glider units, and even the half-sunk HMS York. Three mapboards portray the battleground.

INVASION OF MALTA lets the players find out what might have happened if Hitler had decided to invade the island of Malta. Official attack and defense plans accurately recreate the situation.

Both games have a basic and advanced version. Three 8″ × 22″ mapboards and one 11″ × 16″ mapboard, a twenty-four page rulebook, and over 500 counters in all.



RUSSIAN CAMPAIGN

Complexity Rating—4
Playing Time—Six Hours or Less

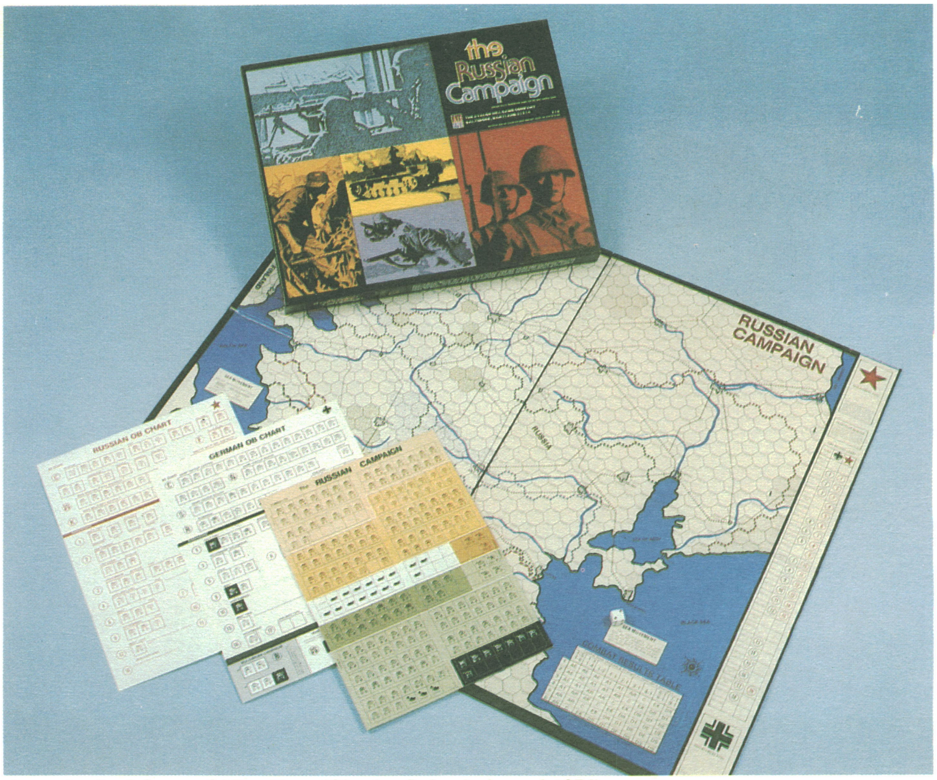
On the 18th of December, 1940 Hitler issued Fuhrer Directive No. 21, code name Barbarossa, which stated: "The Soviet Union is to be crushed in one swift campaign before the war with England ends."

On the 22nd of June, 1941, Barbarossa was finally launched. Over three million German soldiers, most of them veterans of the campaigns in Poland, France, and the Balkans, began a blitzkrieg style invasion against two million Russian defenders. The initial advance was fantastic. Hundreds of thousands of prisoners were taken and the motorized divisions began to outrun the rest of the army. The Germans reached the gates of Moscow, victory in sight. Then the winter came.

RUSSIAN CAMPAIGN has been universally acclaimed as one of the finest wargames around. With the ease and playability of the 'Classics', the game also conveys the feel of the actual campaign and is exceptionally accurate historically. Both players will have to use the subtle skills, advantages and tactics of their historical counterparts to win.

Game features include rail movement, sea movement, invasions, stukas, partisans, automatic victory, SS units, sudden death victory conditions, and double impulse movement capabilities. Seven scenarios break the total campaign down into its most important battles.

A 22" × 28" mapboard, various playing aids and charts, and a twelve page rulebook. On every gamer's top ten list, this one belongs in every gamer's library.



Awards—Best Game Of The Year (Charles Roberts Award 1976)
Best Game Of The Year (Campaign Magazine 1976)

TOBRUK

Complexity Rating—7
Playing Time—One Hour and Up

An intense, white-hot sun blazed down on the sand, turning the horizon into a shimmering, dancing sea. In the distance, the thundering roar of German panzers could be heard. The Afrika Korps.

Exhausted British infantry, the famed Desert Rats, waited in their trenches—a thin line that also included Australian, South African, and Free French soldiers. Dirty, ragged, and sleepless, they braced themselves to repel yet another of Rommel's ferocious assaults.

With their backs to the sea, there could be no retreat. There would be no relief. This would be the battle to decide the fate of North Africa. This would be the most famous siege of modern warfare. The Desert Fox versus the Desert Rats.

TOBRUK lets you recreate all the battles in and around the city. Nineteen scenarios are provided encompassing all sorts of tactical tank-tank, and tank-infantry actions.

The Programmed Instruction method gets you quickly into the game after reading a minimum of rules. Move on to the next scenario and the next at your own pace, each time adding more rules and realism. In the end, providing all the subleties of armored combat.

Rules include morale, overrun, armor penetration, smoke. Stuka aricraft, forward observers, artillery, grenades, dummy guns, dust storms, close assaults, and much more. Every important German, Italian, British, and American weapon is represented. Over 500 counters, three 8" × 22" mapboards, charts and a thirty-six page rulebook are included.

BLITZKRIEG

Complexity Rating—Basic Game 6
Advanced Games 7-10
Playing Time—Three Hours and Up

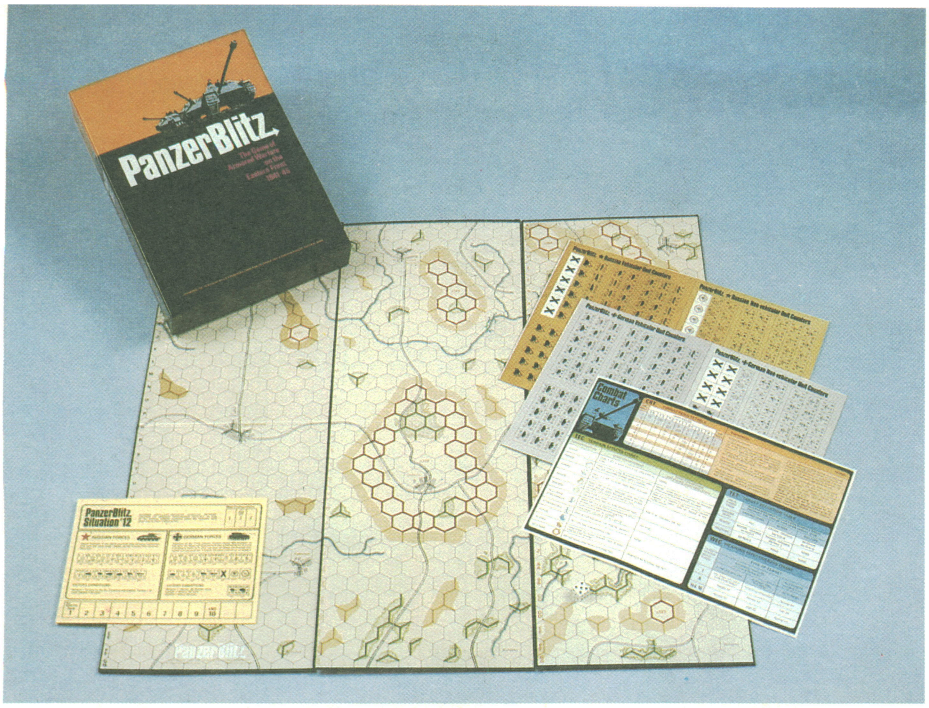
Now you can simulate all the techniques of lightning warfare, techniques first used in World War II and still applicable today. *BLITZKRIEG* matches two mythical major powers in a total war, abstractly recreating almost any major conflict of modern times. BLITZKRIEG is to wargamers what chess is to grand masters. The outcome of each game rests solely with the players. And every game is different. Players can master the system, but not the game.

The twenty page rulebook is divided into a basic game, a tournament game, and two sets of optional rules—one for each game. Players can choose to add as much to the basic system as they want. Each game can use a slightly different set of rules.

The combatants, Great Blue and Big Red, must maneuver their forces through minor countries, over all types of terrain (including the Koufax Desert), coordinating the actions of different units with different characteristics and abilities. Anything can, and does happen. A complete open-ended system and game, on a 44" × 22" mapboard.

Units represented include armor, infantry, rangers, artillery, airborne, tactical bombers, strategic bombers, fighters, and more. Advanced rules include naval warfare with the land and air systems. Tournament rules add in industry, production, resources, and other sophisticated weaponry. Over 300 counters.

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**



PANZERBLITZ

Complexity Rating—6
Playing Time—Three Hours and Up

From the other side of the ridge comes a clanking and an ominous dirt cloud. Deadly steel flashes over the hill—German armored columns on the attack. Russian tank commanders slam shut the hatches on their T-34s. Gun crews prime their weapons. Infantry hug the earth.

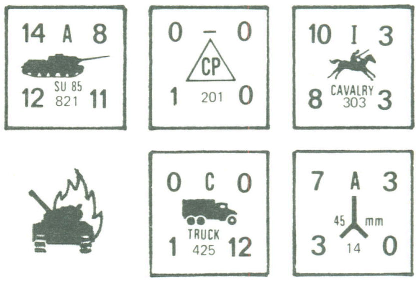
The best selling wargame ever! When it was introduced in 1970 it was the first great stride forward in wargame design. In fact, almost all of today's small-unit games use some *PANZERBLITZ* innovations. *PANZERBLITZ* also introduced the multi-scenario concept, the open-ended game, and isomorphic mapboards. The rules themselves contained countless new concepts and a unique game system.

WWII Eastern Front action is covered in 12 scenarios plus the design-your-own section which enables players to recreate any historical or hypothetical situation as well. Game features include terrain effects, range calculation, elevation, considerations, line of sight obstacles, spotting, indirect fire, direct fire, close infantry assaults, mines, wrecks, anti-tank guns, traps, and much more.

If imitation is the sincerest form of flattery, then *PANZERBLITZ* has indeed been flattered. Four years after its inception, it spawned a sister game *PANZER LEADER*, and three years after that *ARAB-ISRAELI WARS*. In addition, literally dozens of articles analyzing, reviewing, and expanding the system have appeared in various publications.

Yet with all its complex concepts, *PANZERBLITZ* is a relatively easy game to play, though it would take a lifetime to master. And it has held up over the years, remaining a realistic and fun recreation of tank battles.

Over 300 counters, three 8" × 22" mapboards, a campaign analysis booklet, scenario cards and a rulebook make this package good for a lifetime of enjoyment.



PANZER LEADER

Complexity Rating—7
Playing Time—Three Hours and Up

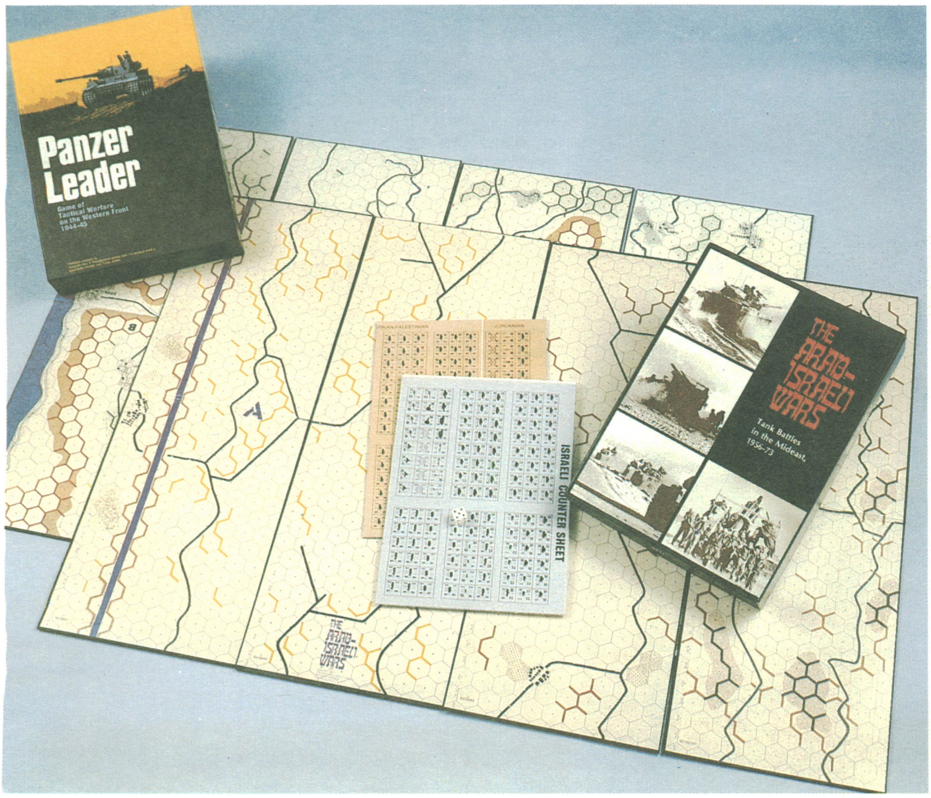
Sporadic rifle fire breaks out across the ridge. In the distance, the deep rumble of artillery echoes down the valley. The Allied offensive.

Waiting, worn and tired, are the German infantry and tanks, spread out over a thin line. Outnumbered, outgunned, the kampfgruppe has only advantage. The solitary figure atop the lead Tiger tank; the kampfgruppe commander. He has seen every type of action in the war; France 1940, Russia 1941, North Africa 1942, and Italy 1943. Now, in 1944, he defends Fortress Europe from the Allied invasion. He is the *PANZER LEADER*.

PANZER LEADER, though a sister game to *PANZERBLITZ*, is a complete game in itself. Ownership or knowledge of *PANZERBLITZ* is not necessary to play *PANZER LEADER*, however, the two do use a similar game system and conversion from one to the other is easily accomplished. *PANZER LEADER* is really just *PANZERBLITZ* in another threatre of WWII, as well as an expansion and addition to it.

Sixteen scenarios played on four 8" × 22" isomorphic mapboards capture every type of action from the invasion on the beaches of Normandy to the Battle Of The Bulge in the Ardennes.

Game features include amphibious assaults, airpower, naval bombardment, engineer demolitions, airborne landings, scouts, delaying actions, and much more.



ARAB-ISRAELI WARS

Complexity Rating—8
Playing Time—Three Hours and Up

The third sister, *ARAB-ISRAELI WARS* uses the same game system as *PANZERBLITZ* and *PANZER LEADER*. New dimensions are added, however, as the distinctive features of the modern wars in the Middle East are incorporated into the system.

Every type of unit that saw action in the 1967 and 1973 Middle East Wars is represented, most of the equipment being either Russian, American, or British. Game features include helicopters, artillery rockets, electronic warfare, assault boats, the Suez Canal, missiles, bridge-laying, smoke-laying, desert terrain, paratroopers, commandoes, and much more.

Twenty-four scenarios are divided among three sections of the rulebook; the basic game, the standard game, and the advanced game. Actions covered range from delaying actions to armored breakouts in Syria, Jordan, and Egypt.

Over 450 counters, four 8" × 22" isomorphic mapboards, charts, and a thirty-six page rulebook complete the package.

SQUAD LEADER

Complexity Rating—8
Playing Time—One Hour and Up

Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. This is *SQUAD LEADER;* a game that recreates every aspect of infantry warfare from the house-to-house fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. Not just a game, *SQUAD LEADER* is a system that enables the player who has mastered it to replay virtually any battlaion level action of WWII in Europe.

The rules utilize Programmed Instruction to introduce each of 12 scenarios gradually so you need only read a fraction of the overall rules to get started. Once you feel comfortable with the system, you can go on to other scenarios, adding more complexity at your own rate.

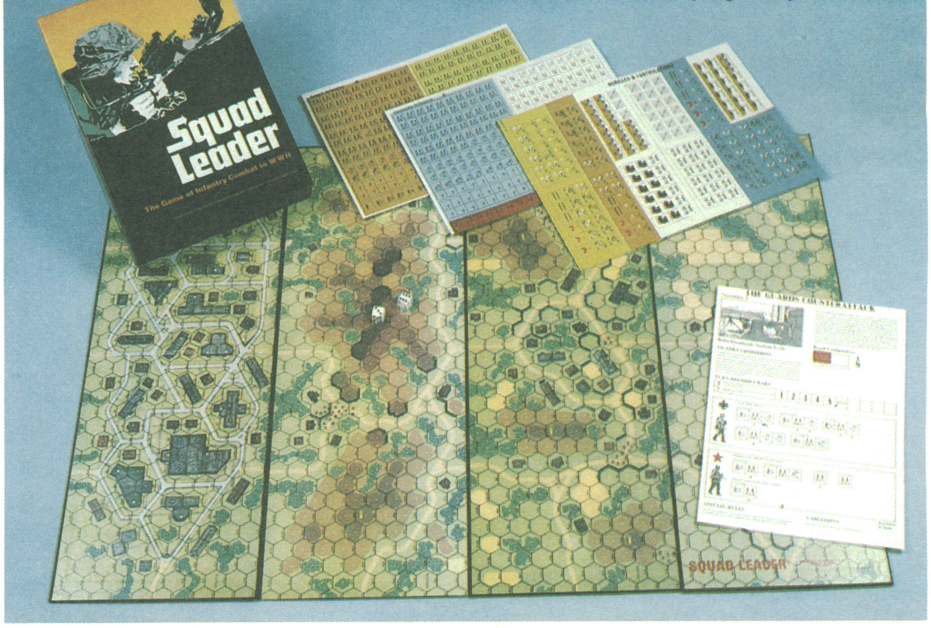
The units are 10 man squads, 4-5 man crews, and individual leader counters. They have a large assortment of support weapons and equipment available to them, including various types of machine guns, flamethrowers, demolition charges, smoke, panzerfausts, bazookas, radios, and anti-tank guns. Vehicles and tanks are also present. Each turn simulates the passage of two minutes of real time. Each large hex equals 40 meters of actual terrain.

The underlying theme of *SQUAD LEADER* is one hinged on morale. Leaders play a major role by directing fire, rallying broken units, and generally enhancing the performance of their troops. The player who can direct his leaders the most effectively will usually be the winner. Nothing is certain though, and *SQUAD LEADER* contains the unpredictable nature of men and machines which is both the blessing and bane of commanders.

In the advanced scenarios, the system expands to include rules for off-board artillery, night actions, barbed wire, entrenchments, minefields, bunkers, multi-level buildings, rubble, fire, river crossings, snow, roadblocks, mortars, and more.

Four 8″ × 22″ interchangeable mapboards, a Campaign Game, over 700 counters, and the Design Your Own System in the thirty-six page rulebook complete the package, and make for a game with infinite variety.

Awards—Best Tactical Game (Charles Roberts Awards 1977)
Best Game Of The Year (Campaign Magazine)



CROSS OF IRON

Complexity Rating—9

CROSS OF IRON is the first in a series of gamettes based on the *SQUAD LEADER* game. Ownership of *SQUAD LEADER* is a prerequisite for assimilation of this gamette.

The final word in tactical Eastern Front WWII games, *CROSS OF IRON* addresses the problems of *SQUAD LEADER* and then goes on from there to build an armor system every bit as innovative and detailed as that initially attributed to the infantry concept in *SQUAD LEADER*. So, forget the simplified armor system of *SQUAD LEADER*. Throw away the old vehicle counters. They are replaced by *CROSS OF IRON* units which contain new speed, gun, machine gun, armor, breakdown probability, and target size ratings right on the counters. Virtually every vehicle which saw action on the Eastern Front is represented from the giant King Tiger to the Russian BT5 and experimental T35; the land battleship with an eleven man crew, three guns, and five machine guns.

Other new features include rocket weaponry, double time movement, Rumanians, height advantages, SS, magnetic mines, prisoners, cavalry, snipers, molotov cocktails, partisans, parachute drops, stukas, and armored cars, armor leaders, weather effects, marsh, gullies, and more.

Like *SQUAD LEADER*, the *CROSS OF IRON* thirty-six page rulebook is presented in Programmed Instruction format to introduce its eight new scenarios. Two new Quick Data Reference Cards, over 1000 counters, and a fifth 8″ × 22″ mapboard complete the package.

CRESCENDO OF DOOM

Complexity Rating—10

The second *SQUAD LEADER* gamette. Do not attempt to play this game unless you have first mastered *SQUAD LEADER* and *CROSS OF IRON.*

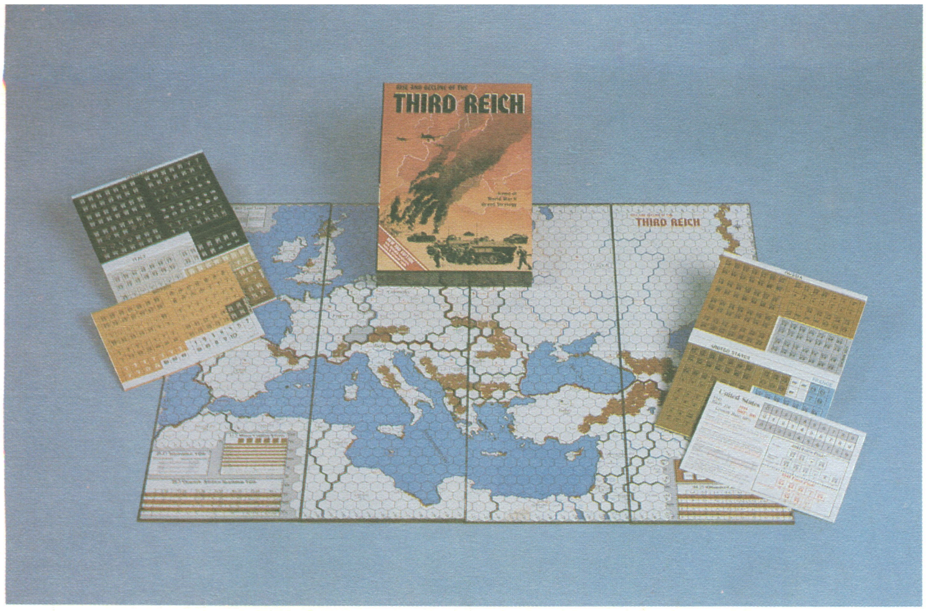
CRESCENDO OF DOOM covers the Nazi invasion of Poland, the heroic defense of tiny Finland against the Russian behemoth, the blitzkrieg conquests of Norway and the Low Countries, the battle for France, and the seizure of Greece. While further refining the innovations of its predecessors, it breaks even more ground in the realm of realistic tactical combat without disturbing the basic simplicity of the acclaimed game system.

Complete armor, ordnance, and infantry units are provided for Poland, Belgium, Finland, and a host of other minor neutrals. In addition, the entire British Order of Battle is presented for the whole of WWII enabling fans of the Western Desert, Italian, or Normandy campaigns to design your own scenarios for those periods.

New features include obstacle bypass movement, wagons, sleighs, ski units, motorcycles, bridges, assault boats, fighters, gliders, scouts, booby traps, field promotions, interrogation, Ghurkas, rivers, orchards, mudflats, wounded leaders, and much more.

Like *SQUAD LEADER* and *CROSS OF IRON,* the *CRESCENDO OF DOOM* thirty-six page rulebook is presented in Programmed Instruction format to introduce its twelve new scenarios. Two new 8″ × 22″ mapboards, and over 1300 counters.

Awards—Best Graphics (Charles Roberts Awards 1978)
Best Game Of The Year (Campaign Magazine)



Awards—Best Game Of The Year (Charles Roberts Award 1974)
Best Game Of The Year (Campaign Magazine 1974)
Best Game Of All Time (Campaign Magazine)

Out of the ashes and turmoil of post WWI Europe an Austrian artist rose from obscurity to command the greatest military machine known to man. His name was Adolf Hitler. He promised the German people a Reich that would last a thousand years. A THIRD REICH!

From the invasion of Poland in 1939 to ultimate victory or defeat, *THIRD REICH* recreates World War II in Europe on a grand strategic level. For two to six players.

Make no mistake though, *THIRD REICH* is not for the faint of heart. This is our most complex game to date. Beginners should steer away from this one until they can work their way up through lesser levels of complexity.

Actually six games in one, *THIRD REICH* includes a campaign game, an advanced campaign game, a multi-player campaign game, and three scenarios; 'Blitzkrieg 39-42', Turning Point 42-44', and 'Fuehrer Bunker 44-46'.

A mammoth 32″ × 22″ mapboard depicts Europe from Norway to Egypt and Ireland to the Ural Mountains in Russia. Over 500 counters represent armor, infantry, airborne, partisan, air and naval forces of six major powers and fourteen minor countries. Various playing aids and a lengthy thirty-two page rulebook bring it all together.

Game features include costs for offensive options, attrition, production, conquests, alliances, intervention, neutrality, breakthrough combat, exploitation, airborne assaults, amphibious assaults, shore bombardment, sea escort, air and naval bases, air missions, convoys, strategic warfare, variations, and much more.

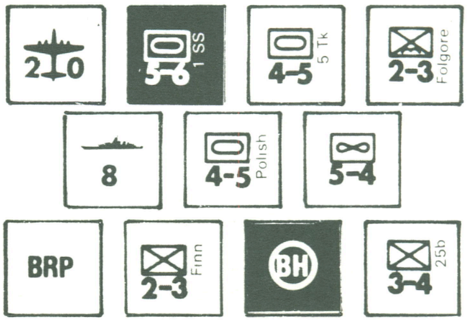
THIRD REICH

Complexity Rating—10
Playing Time—Scenarios: Two Hours and Up
Campaign Game: Eight Hours and Up

On every hardcore gamer's list of best games.

The revised 3rd edition with greatly improved rules, mapboard, and scenario cards. The 3rd edition rulebook adds far more than much needed clarification. A completely revamped Strategic Warfare system allows the Allies to try to cripple the German industrial base and takes some of the heat off Britain's hardpressed merchant fleet. New rules for Intelligence, Espionage, Foreign Aid, and Political Pressure increase the non-military aspects of the game. The revised mapboard does away with previous ambiguities while altering the terrain itself to render a more accurate playing surface.

Owners of the original edition can update their game by ordering the following parts: Mapboard, Rules and Situation Cards.



KINGMAKER

Complexity Rating—7
Playing Time—Four Hours and Up

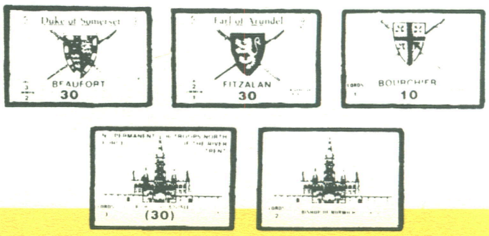
The great age of chivalry lives again. Knights rally to your banner as you try to depose King Henry VI and restore the crown to its rightful owner.

For two to seven players (the more the merrier), *KINGMAKER* is a game about the War Of The Roses, a period of sporadic civil war in England between 1450 and 1490. The object is to control the last of the eight rivals of the royal houses of Lancaster and York for the throne of England. To accomplish this, players maneuver Nobles representing the twenty-three major families in England in order to capture and support their royal heir while simultaneously eliminating all other rivals through combat. Alliances are necessary for victory, so diplomacy and player-interaction are at a premium.

Fate and the unexpected are ever present though. Storms at sea can force fleets to land on hostile shores. Plagues can ravage whole cities. The Scots may raid and a player will have his Nobles called away to fight them. The clergy may prevent the coronation of a pretender to the throne.

KINGMAKER is a game of ruthless desire, deceitful passion, treachery, ransom, piracy, and cold-blooded murder. Everything that made life really worthwhile. But then, by any other name, a rose is a rose is a rose. And the only question is if it's red or white.

Game comes with a 16″ × 22″ mapboard, over 100 counters, two decks of cards, and a twenty-four page rulebook.



Awards—Best Game Of The Year (Charles Roberts Awards 1975)
Best Game Of The Year (Games and Puzzles Magazine)

ORIGINS OF WORLD WAR II

Complexity Rating—1
Playing Time—One Hour

Around the table sit Adolf Hitler, Josef Stalin, Neville Chamberlain, and Leon Blum. You are Franklin Roosevelt, and the fate of millions of people rests on your diplomatic skills and dealings with these men. The destiny of Europe and the World hangs in the balance.

ORIGINS is a game for five players (with special rules for two-four players) that recreates the political struggle preceding World War II. Players take the roles of leaders of the five major powers—Germany, Russia, Great Britain, France, and United States. To win, a player must achieve as many of his political objectives as he can while preventing the other players from achieving theirs. The only tools are diplomacy and, as a last resort, a limited amount of conflict. Alliances are necessary, but not binding.

Russia hungers for the Baltic States, Poland, and Rumania. Germany has eyes for all of these, and more. Great Britain and the United States play the role of spoilers, trying to keep countries independent by denying control by other players. Should they fail, and Germany or Russia have gained control in enough countries to win, World War II is assumed to break out.

Ideal for the classroom as a teaching aid. Each nation can be played by a variable number of people representing the political situation in each of the five countries.

Very little luck is involved. Every decision is crucial though as one error can be one too many, since the game only lasts six turns. Optional rules include secret diplomacy and secret objectives. Game includes historical situation plus four hypothetical scenarios. A 16" × 22" mapboard, over 250 counters, Historical Diplomacy booklet, and a rulebook.

DIPLOMACY

Complexity Rating—3 **Playing Time—Four Hours and up**

For seven players (with special rules for two-six players), this is a game of political power, shifting alliances, back-stabbing, and psychological intimidation.

Each player represents one of the seven pre-World War I major powers—Germany, Austria-Hungary, Turkey, Russia, Italy, England, and France. The game is a series of negotiation periods, each turn being six months starting in 1901, where players try to out-wit and out-talk their opponents. To win, one country must control half of the mapboard which portrays Europe, North Africa, and the Middle East. No one can get ahead alone though. Trust, betrayal, faith, and treachery are prime ingredients in victory. Acclaimed by Games and Puzzles Magazine as "the greatest indoor board game invented this century". No dice and no luck.

Practically the only game in existence to attract a following entirely its own. For years, considered the third branch of wargaming (conventional board wargames and miniatures being the other two), dozens of fan magazines are published about this game as a forum for postal play. And postal games almost always last several years. Over a hundred variants have been published in these journals and no wargame short of chess has ever been the subject of such close scrutiny. A game that has reached near cult status and continues to grow in appeal. The ultimate liars poker!

A 22" × 24" mapboard, 96 conference maps, wooden units representing armies and navies, and a sixteen page rulebook complete the package. An international favorite.

THE LONGEST DAY

Complexity Rating 8
Playing time—Twelve Hours and Up

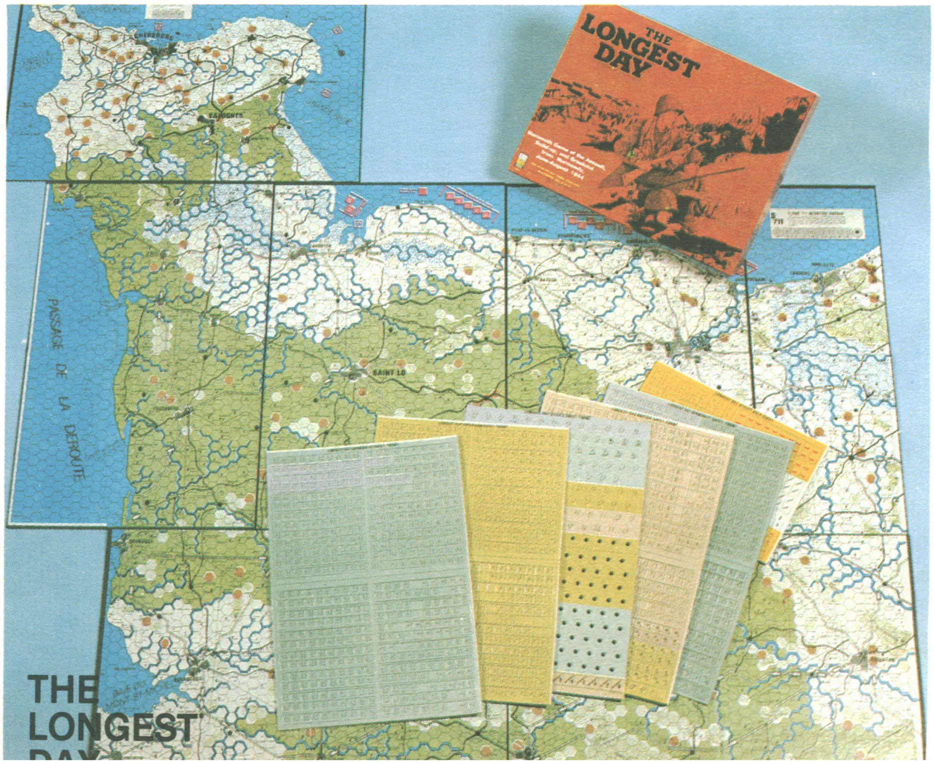
Scenarios include: *Normandy Beachhead* (6 June-8 June), which looks at the first days of the campaign—that critical period which FM Erwin Rommel was convinced would see the Allies at their weakest and ripe for a counterattack to the water's edge. *The Fall of Cherbourg* (9 June-27 June), pits American forces in a race against time to capture the vital port of Cherbourg before the German defenders reduce it to a pile of rubble. *Operation Cobra* (25 July-31 July), the massive American offensive breakout that shook the Allies free of the Bocage, tests the German player's ability to survive. *Mortain* (6 August-8 August) became the last German panzer offensive in France. Did *Ultra* really allow the Allies to know what was going to happen ahead of time? *The Falaise Pocket*, (17 August-21 August), demonstrates the ignominy of the German collapse in France. Was it an anti-Hitler German conspiracy? Or perhaps it was the Allies' last chance of ending the war in 1944? Finally, the *Campaign Game* (6 June-21 August) puts it all together and cranks up the logistical/replacement/reinforcement cycles for both sides. Find out what it took to be an Army Commander in 1944!

THE LONGEST DAY simulation game package includes over 1500 two-sided unit counters, three mammoth multi-colored, triple-panel Player Aid Cards, and an enormous four-color mapboard measuring over 55" × 44" (that's almost FIVE FEET on a side!) A beautiful rules manual completes the package by including a set of short, incisive rules, prodigious designer's notes, complete indexing, fascinating game variations and many maps and diagrams outling German defensive preparations and unit organization *NEVER BEFORE SEEN IN PRINT!*

THE LONGEST DAY represents the results of over 24 months of research, design, and testing. Reaching a new level of intensity of historical research and design, this monumental work has uncovered vast new data and quantitative information that puts a whole new perspective on the campaign. The results shed new light on the entire Normandy Campaign and the real chances for a German victory. Could Hitler have won the Battle for the Beachhead? The answer will surprise

JUNE 6, 1944: D-DAY! The coast of German occupied Normandy shakes with the pounding of thousands of tons of bombs and hundreds of naval gun projectiles. Five thousand Allied ships spew a quarter of a million soldiers onto Hitler's vaunted 'Atlantic Wall'! Now, you can command each and every unit that fought on both sides of the conflict.

THE LONGEST DAY tells the whole story of D-Day in five game Scenarios and a truly impressive Campaign Game. Players may compete in a short three or four turn Scenario or lock horns in a full-blown Campaign Game that would take many hours to play. The design system, however, preserves its flexibility and elegance by utilizing the innovative Programmed Instruction method of rules presentation.



MAGIC REALM

Complexity Rating—9
Playing Time—One Hour and Up

The *MAGIC REALM* is a land lost in the wilds at the end of the world where a once fabulous civilization stood. A few humans cluster at lonely dwellings. Barbarian horsemen trot past. Hidden among the ruins and tangled brush lie jewel encrusted altars, unseen vaults, and documents containing the secrets of magical powers. But there are the dark places too, where swarms of monsters dwell; gargantuan flying bats, tribes of hungry goblins, spiders, and dragons.

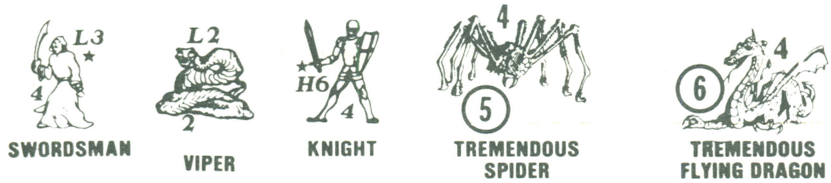
Drawn by the promise of fame and fortune, sixteen adventurers assemble. Among them are soldiers, warriors, knights, magicians, elves, and woods people. Their fears are overcome by curiosity, greed, and enchantment. They are to be part of a legend.

MAGIC REALM is a game for 1 to 16 players. Each player will take the role of one of the sixteen major characters in the game which are represented in great detail. You will control where they go, what they try to do, and how they handle themselves in combat. You will fight monsters and other characters, hunt for treasure and special powers and try to survive to enjoy the glory your adventure will bring.

The game is organized into seven encounters of increasing complexity so that players can learn the game system a little bit at a time. More rules, additional abilities, and additional game functions are introduced in each encounter. The final result is completely new fantasy adventure every game at every level. The variety does not even end there though, because the board, monsters, and treasures are also set up differently each game.

Almost anything can be found or bought to aid you in your quest; weapons, horses, armor, spells, treasure, and more. Battles are fought blow by blow, with each player involved selecting a weapon, direction of attack, and maneuver tactic. Thus, a fight can last for one blow or many depending on strength, fatigue, tactics, and luck. A player may find himself in the unenviable position of having to fight more than one monster or other character at the same time.

Twenty large hex tiles serve as the playing board—a new, unique game feature. Sixteen character cards, Spell and Treasure cards, various playing aids, over 400 counters, and a thirty-six page rulebook complete the ultimate fantasy game.



DUNE

Complexity Rating—3
Playing Time—Two Hours and Up

Among the countless planets inhabiting the galaxies of the universe, there exists a small and inconspicuous bit of rock and sand known as Dune. It boasts practically no vegetation and so little water that a man exposed on its surface dehydrates in minutes. Hurricane velocity winds sweep the scarred terrain. Giant worms, Shai-Hulud, a quarter of a mile long live beneath the sand and surface occasionally to devour anything and everything in sight. Human life exists in a few scattered places where precious water is available.

Yet the planet is crucial to the destiny of a galactic empire. Dune alone is the source of melange, a spice that prolongs life by preventing aging. Spice is also the key to interstellar travel as it confers prescient abilities to its consumer, allowing Guild steersmen to continuously experience visions of the future, enabling them to pilot a safe path through hyperspace. Whoever controls Dune and its spice has the power to rule the universe.

Based on Frank Herbert's classic science fiction novels by the same name, *DUNE* recreates the struggle for power between the six major contesting factions on the planet.

There are the Fremen led by Liet Kynes, who have suffered Dune's hardships for generations and developed into great warriors. There is the Baron Hadimir Harkonnen, who harnesses the dark powers to aid his exploitations. There is Paul Muad 'Dib, the new, young, ruler of Dune whose father was slain by the Baron. There is the Emperor who commands the galaxial police, the feared Sardaukar, and shares a secret pact with the Baron. There is Edric and the Guild who have a monopoly on space travel. There is the Reverend Mother Gaius Helen Mohian and her sisters in the Bene Gessert who have awaited the coming of a messiah, and who have the powers of mysticism and mind control.

Ornithopters can aid movement if you control certain cities. Massive battles are often decided by a single brilliant leader or an act of treachery, the dead routinely sent to the tanks; rendered up for their body's suiter so life can continue. But death is never lasting as Tleilaxu technicians can take one surviving cell and recreate the life of the whole. Diplomacy is present as alliances form and break when allowed with the coming of the worm. For 2 to 6 players.

Game comes with a 16″ × 16″ mapboard, over 150 counters, 30 leader discs, two decks of cards, two battle wheels, six player shields, and an eight page rulebook.

For quick credit card purchasing, call TOLL FREE 800-638-9292—OPERATOR 1.

WIZARD'S QUEST

Complexity Rating—2
Playing Time—One Hour and Up

Marnon is a tiny island kingdom located in a lost ocean of the distant past. Long ago, powerful warlords battled each other and the fantastic creatures existing there for the right to reign. The battles raged for eons. Finally, a great wizard, called Peacemaker, intervened.

Peacemaker chose not to forcibly deprive the warlords of their competition, but rather to channel it toward a quest. The winner to be named king of Marnon. He summoned all the warlords and gave them each three treasures; a treasure chest for wealth, a crown for authority, and a magic ring for power. Each warlord put his mark on each of his treasures. Then Peacemaker took the treasures and gave each set to an enemy warlord, with instructions to hide them in the most obscure and treacherous places they could find. The first to recover his own three treasures would be king. The quest began.

WIZARD'S QUEST recreates the treasure hunt that crowned a king. As one of the competing warlords, you will have a well-equipped army ably led by a hero and a magical sorcerer to aid you.

The pitfalls are many though. The native Orcs are extremely prolific with very hungry appetites. Humans are their favorite delicacy. A flying dragon also inhabits the isle, his sole pleasure flying around eating up armies, then resting till he's hungry again.

The Wizard is ever present too. His periodic visits may bring peace or good fortune in the form of additional armies. You may even try to summon him from time to time.

WIZARD'S QUEST is a game that combines bold and cautious play, offensive and defensive strategy. Adorned with a beautiful 22" × 24" mapboard portraying the isle of Marnon, over 400 counters, and a six page rulebook, this is a game for everyone who has fantasies.

STARSHIP TROOPERS

Complexity Rating—5
Playing Time—Two Hours

"We are the boys who go to a particular place, at H-Hour, occupy a designated terrain, stand on it, dig the enemy out of their holes, force them then and there to surrender or die. We're the bloody infantry, the doughboy, the duckfoot, the foot soldier who goes where the enemy is and takes him on in person."

This is how Robert A. Heinlein describes the Terran Mobile Infantry in his book *STARSHIP TROOPERS*. Our game, of the same name, brings the book to life. Science fiction and gaming combined for the ultimate future experience.

The Terran enemies are a Humanoid race nicknamed Skinnies for obvious physical attributes, and the Arachnids who resemble giant spiders and live a communal life with the social structure of an ant colony. The Mobile Infantry are well equipped to deal with their enemies though as each platoon has the firepower of a twentieth-century division.

The advances of technology are recreated by the various kinds of weaponry and tactics used by the MI and their adversaries. Rockets, beams, nuclear explosives, heavy nerve gas, and listening devices to name a few have replaced machine guns, tanks, and bombs.

Other rules cover tunnel construction, destruction, and combat; special talents; prisoners; air cars; recovering wounded MI; engineers; capturing Arachnid brains and MI; strongpoints; and much more. Over 500 counters, three 8" × 22" mapboards, a log pad, playing aids, and a twenty-four page rulebook complete this future package. In the twenty-second century, this will be the game of the present.

UFO

Complexity Rating—1
Playing Time—One Hour

"I can see it. I can see it," the pilot's voice crackles over the radio. "It's metal and flat, like a big plate. It's moving incredibly fast! It's starting to glow. It's . . ."

They found pieces of the plane scattered across thirty miles of countryside.

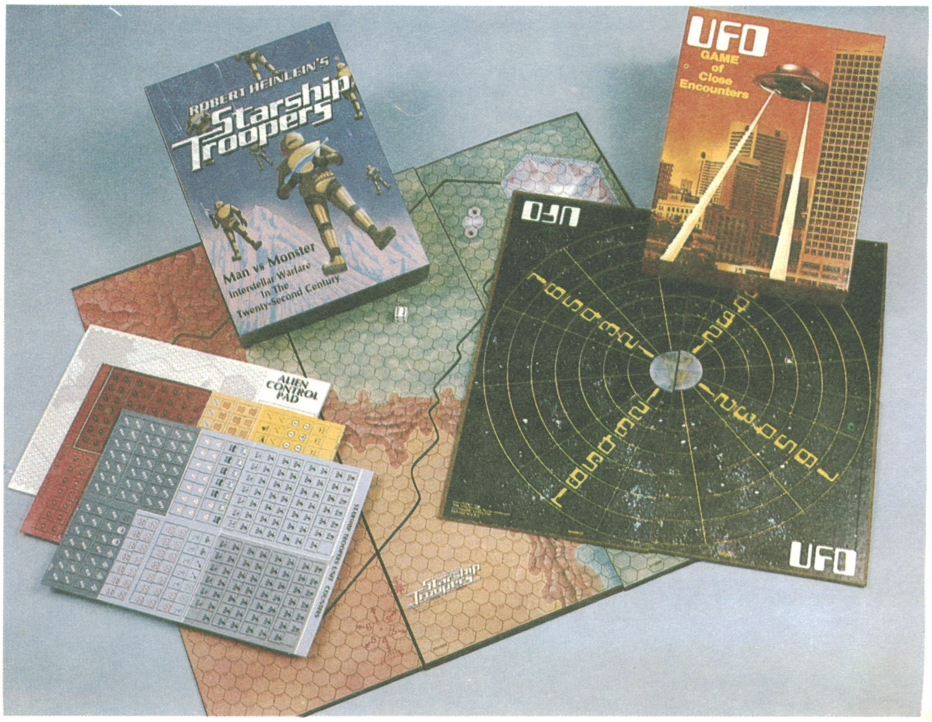
Are aliens invading the earth? Or are the mysterious pulsing lights shooting across the sky really meteors, weather balloons, airplanes, geese, clouds, comets, bright stars, or mirages? Are you sure? Now you can lead the search for flying saucers or invade the Earth in *UFO*.

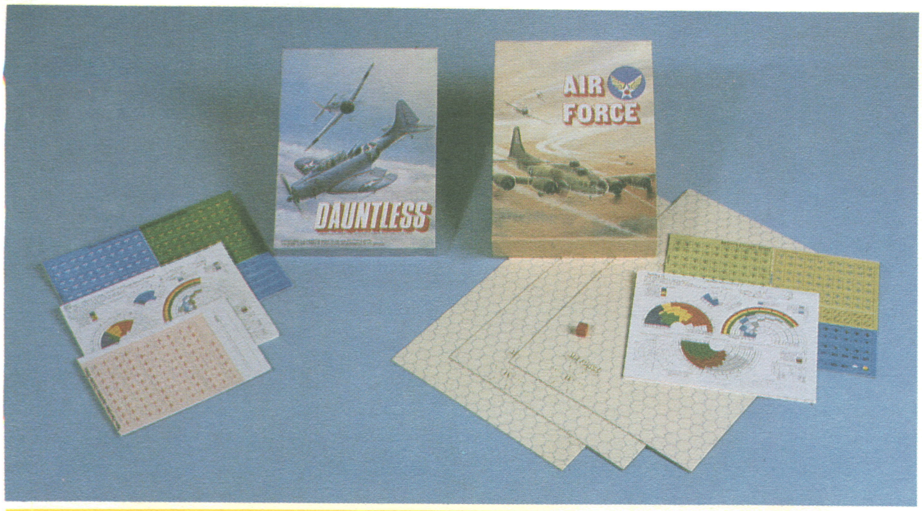
For the Alien player, the object is land five of the eight available flying saucers on the Earth. The Earth player, using eight space rockets, must prevent this to win.

Movement is along orbital paths around and toward the Earth. Combat is short and destructive. In addition, a Moon orbits the Earth (really!), from time to time with extremely unpleasant results for any ship caught in its path.

The advanced game enjoys the same simple victory conditions as the basic game, but adds a few complications. The Earth player must now add the power of deduction to is playing abilities, as a host of true UFOs now share the skies with the real flying saucers. Countering this, the Earth player receives six space stations to help defend the planet.

Basically, a pretty simple game with about equal blending of luck and skill. Good for an evening off from the wargames and excellent as an introductory game for friends and relatives. A 16" × 16" mapboard, counters, and a two page rulebook.





AIR FORCE

Complexity Rating—7
on a scale of 1 (easy) to 10 (hard)
Playing Time—2 hours and up

AIR FORCE allows you to re-create representative historical air battles from any period between the Battle of Britain of June 1940 through the massive air offensives over Germany: anything from a small-scale fighter clash over the Channel Coast to a night bombing raid over London or Berlin; a close-support tactical dive-bombing strike against front-line enemy troops or a daylight mission against industrial targets in the Ruhr, complete with Anti-Aircraft Artillery defenses. Each of the major aircraft types in the Royal Air Force, Luftwaffe and Army Air Force is represented, and can be used in any combination.

Each individual aircraft in play has its own playing piece in play on the game board, and a Data Card which specifies its own particular handling characteristics—its maximum speed as well as its best maneuver speed (varying with altitude), its maneuverability, climbing and diving abilities, and its ability to increase or decrease speed. Also shown are the damage-taking capacity and the firepower and range of each gun on the aircraft.

AIR FORCE is a tense game of skill in maneuvering, and understanding the strengths and weaknesses of your aircraft compared to your opponents, playable in its basic version in an hour. Players may add any of the optional rules they like, and increase the number of aircraft in play, as they seek further challenges from the game; and virtually endless scenarios can be easily created.

DAUNTLESS

Complexity Rating—7
on a scale of 1 (easy) to 10 (hard)
Playing Time—2 hours and up

Ownership of *AIR FORCE* is necessary to play this game.

DAUNTLESS is a gamette which adds ships, 30 new aircraft types, dive bombing, and carrier takeoffs and landings to the existing *AIR FORCE* game system. All the *AIR FORCE* components are interchangeable, and in fact necessary for play of *DAUNTLESS*.

DAUNTLESS allows you to re-create representative historical air battles from any period of the Pacific War. New Mission types include anti-torpedo plane patrol, various reconnaissance missions, carrier strikes, island attacks, and anti-sub missions.

Even more than the European conflict, the Pacific War was a contest of Industrial power—Boeing against Kawasaki, Lockheed versus Mitsubishi, and Grumman against Nakajima—clashing over cheap raw materials, labor and markets, of the so-called South-east Asia Co-Prosperity Sphere. And more than any other factor, industrial technology decided the outcome.

CIRCUS MAXIMUS

Complexity Rating—3
on a scale of 1 (easy) to 10 (hard)
Playing Time—2 hours

CIRCUS MAXIMUS is a multi-player game of racing skill divided into three levels of play for players aged 12 and up. The Basic Game can be played with a minimum investment of learning time as one player can quickly explain the game to inexperienced participants. Yet, *CIRCUS MAXIMUS* is more than just a racing game. The drivers must choose whether to slow their teams in order to attack their opponents with whip and/or ram attacks, how to best defend against and evade such attacks by others, when to whip their own team into the stretch, or save their limited endurance to coax them through the all important corners. In the Advanced Game additional complexity is added in the form of wrecks, dragged drivers, and critical wounds. The Campaign Game version allows participants to build an entire stable of chariot teams and drivers for use in a racing season of ten different starts.

CIRCUS MAXIMUS is best played with eight particpants but can be played by any number from one to ten or more. It is extremely well balanced and easy to learn, yet challenging and exciting to play.

GLADIATOR

Complexity Rating—4
(on a scale of 1 [easy] to 10 [hard])
Playing Time—15 min.-30 min.

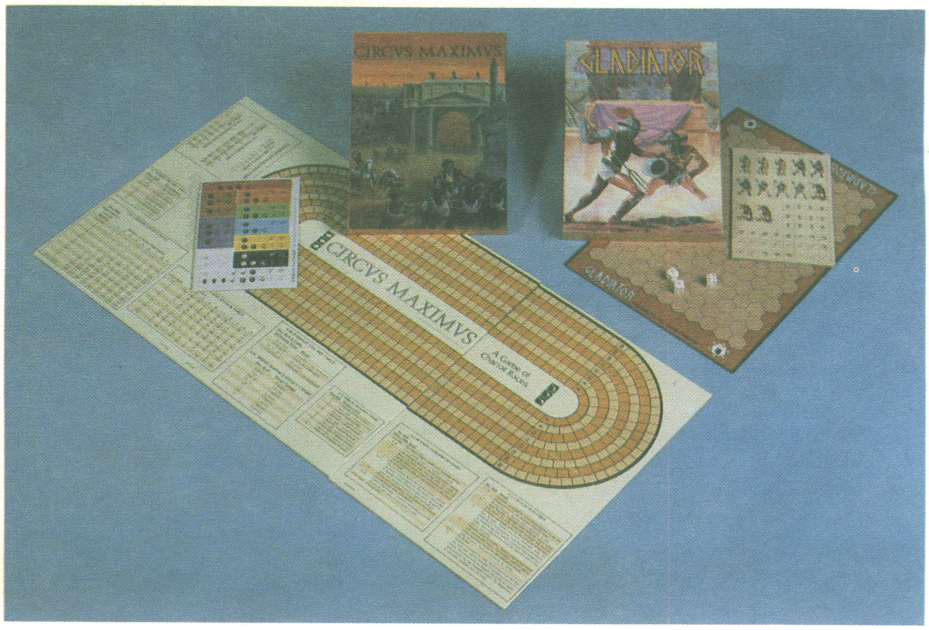
In *GLADIATOR* each player is represented by a single "counter" one inch wide and 1 5/8" high which stands erect as long as the gladiator does. Each counter is back-printed with a rear-view image of the gladiator giving a three-dimensional feel as if the players were maneuvering miniature figurines. There are four classes of gladiator varying in type by armor and armament.

In the Basic Game both gladiators are armed with short sword and shield. Each player records his movement secretly in an attempt to gain a positional advantage over his opponent.

In the Advanced Game, the Retarius makes its appearance, allowing the classic confrontation of antiquity: short sword vs. net and trident.

In the Campaign Game, players assume the role of wealthy Romans vying to acquire great wealth through wise wagers on the success of their own stable of gladiators.

GLADIATOR is best played with two participants, but can be played by any number—especially in the Campaign Game version. The average playing time varies from 15 minutes to a half hour, making multi-match tournaments a commonplace occurrence.



Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing call **TOLL FREE 800-638-9292 operator 1.**

FURY IN THE WEST

Complexity Rating—4
Playing Time—Three Hours

FURY IN THE WEST recreates the Battle of Shiloh. The game begins with the Confederates surprising the Union forces in their camps near the Shiloh Church. Amid much confusion, the Confederates fight their way towards Pittsburgh Landing on the Tennessee River while the Union forces try to organize some resistance. As night falls, Union reinforcements arrive just in time to finally halt the advance. The second day begins with the regrouped Union forces attacking and retaking the ground lost on the first day. The result is an ideal situation for a game as both players must attack and defend. For two players.

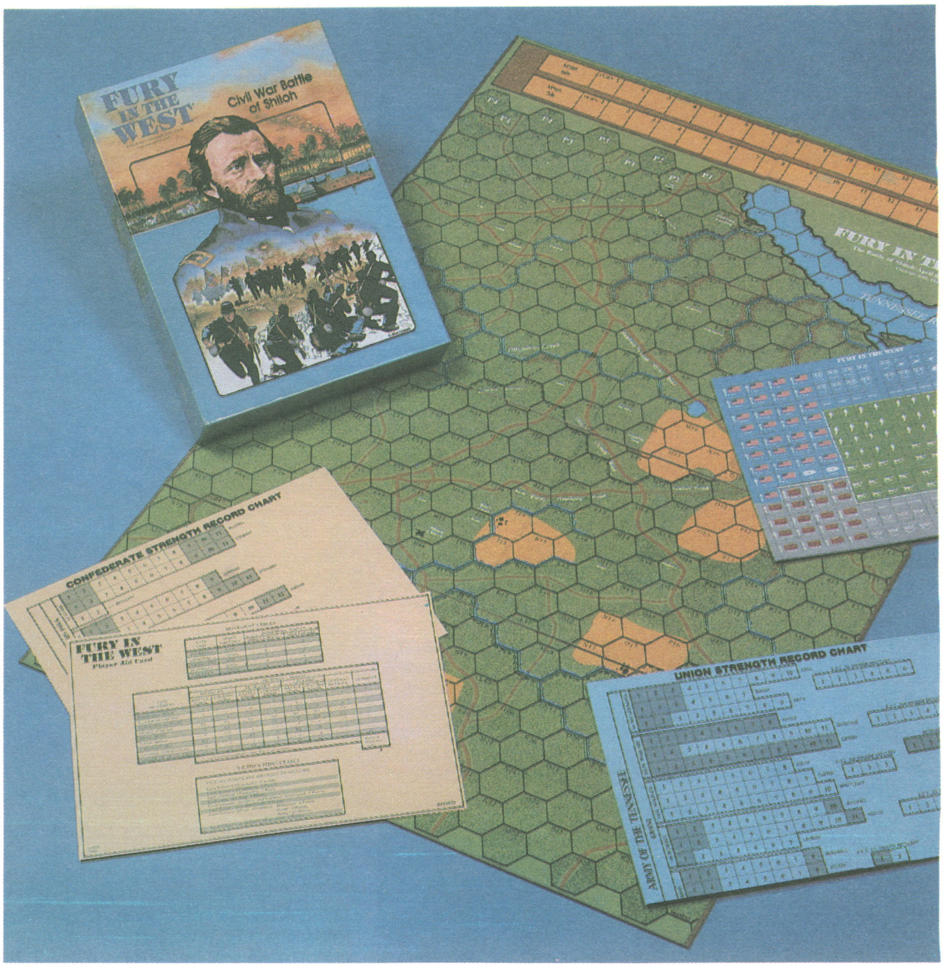
FURY IN THE WEST is unlike any other game on the Civil War. The major concept in the game is straggling. Each time a unit moves, it will lose some stragglers. Each time it remains in place, it will regain some stragglers. A large part of the players' strategies will deal with when to move and fight, and when to rest. This is not a game where a player can push his units past their breaking points.

Generals have key roles as their presence significantly increases units' abilities to move and fight. Cavalry units can be helpful in reducing straggling. Artillery units add extra firepower. Also included are the two Union Gunboats, Lexington and Tyler, which took part in the battle.

The game covers the two day battle with three scenarios; one for each of the two days and one covering both days. Optional rules cover night movement, night combat, reorganization, bayonet charges, prisoners, alternate Confederate setups, and hidden movement.

FURY IN THE WEST is a highly playable game. Much detail has been added to ensure historical accuracy and flavor, but none of this detracts from the game's simplicity. Both sides have an extremely limited number of units to control, and victory will be determined solely by the quality of the players' moves.

- 32″ × 22″ Mapboard
- 234 Counters
- 1 Confederate Strength Record Chart
- 1 Union Strength Record Chart
- 1 Playing Aid Card
- 1 Die
- 1 Rulebook



Game Includes:
- two Counter sheets in four colors
- multi-color Mapboard in three 22″ wide sections
- two Organization Displays, 17″ × 24″ and 19″ × 28″
- Rules folder.
- Scenario folder.
- Turn Record/Reinforcement Track and separate chart folders.

THE STRUGGLE OF NATIONS

Complexity Rating—10
Playing Time—24 hours and up

Here, not far from the bridge over the Elster, General Chateau met at this time a man in a peculiar dress and with only a small retinue; he was whistling the air of 'Malbrook s'en va-t-en guerre,' although he was deeply lost in thought; Chateau thought it was a burgher and was on the point of approaching him to ask a question. . . . It was the Emperor, who, with his usual phlegm, seemed to be perfectly callous to the scenes of destruction which surrounded him.
—Yorck von Wartenburg, 'Napoleon as a General'

Game Scale:
—the opposing armies, each numbering over 400,000, are portrayed by division and brigade in 1000-man increments.
—constant 2-mile hexes, 2-day game turns.
—three different scenarios plus 60-turn campaign game.

Warning:
Previous experience with wargames is necessary. Those new to wargames should not attempt *"STRUGGLE OF NATIONS,"* as a familiarity with basic concepts is assumed.

Game Description:
—the rules emphasize command and administrative considerations, and their dragging effect on maneuver. Battles are mere punctuation marks at the conclusion of often long marches.
—the map's hexes are smaller than on any other game map. This allows us to portray a very large area on a map 25% its normal size, easily accommodated by ordinary table space.
—counters representing forces made up on organization displays occupy two hexes on map; their two-hex size reduces the possibility of mistaking their actual location; because only one leader in a stack remains on the map, unit density on the map averages less than 20 units per side.

CIVILIZATION

Complexity Rating—3
Playing Time: 4 to 12 hours

Be forewarned! *CIVILIZATION* is a game unlike any other game ever invented . . . a game of high-level player interaction with no dice and little risk of any player being eliminated.

Object of the game: to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

CIVILIZATION is not a wargame! The game is not won by wars, although some conflicts will occur due to rivalry and land shortage, rather than as a desire to eliminate other players.

YOU start at the Dawn of History . . . at the point where agriculture has just been discovered and lead your society through the mists of time to the age of the civilized state—8000 B.C. to 250 B.C.

How to Play: starting with a single token, each player moves and increases his units of population as he inhabits selected areas of the board which are fertile and defendable. This era is likely to be marked by small conflicts as the board reaches saturation, but the scope for military expansion is limited by the loss of units in the areas concerned. Indeed, the pressure of population is more usefully absorbed by farming and building cities, which enables more people to be supported and helps to resist attacks.

An immediate corollary of the founding of cities is their generation of wealth and their need for an agricultural hinterland. This establishes the use of tokens as revenue. Too rapid a degree of urbanization inevitably leads to an excess of revenue over resources (inflation), and causes economic stagnation.

Cities are essential to generate the wealth needed for an advancing civilization, but, unless the wealth is augmented through trade, the nation will be surpassed by others with more energetic outlooks. Trade itself is subject to such hazards as epidemics and alien philosophies which can have a disastrous effect if a culture has become over-specialized and has failed to maintain a balanced outlook. However, calamities may also provide the impetus from which a well-organized civilization rises in new ways to achieve still further glory.

The game that begins when history begins!

What's Inside . . .

- 4 Panel Mapboard
- 9 Sets of Playing Pieces
- 1 Deck of Trade Cards
- 1 Deck of Civilization Cards
- 1 Archaeological Succession Card
- 7 Player Mats
- Instruction Manual

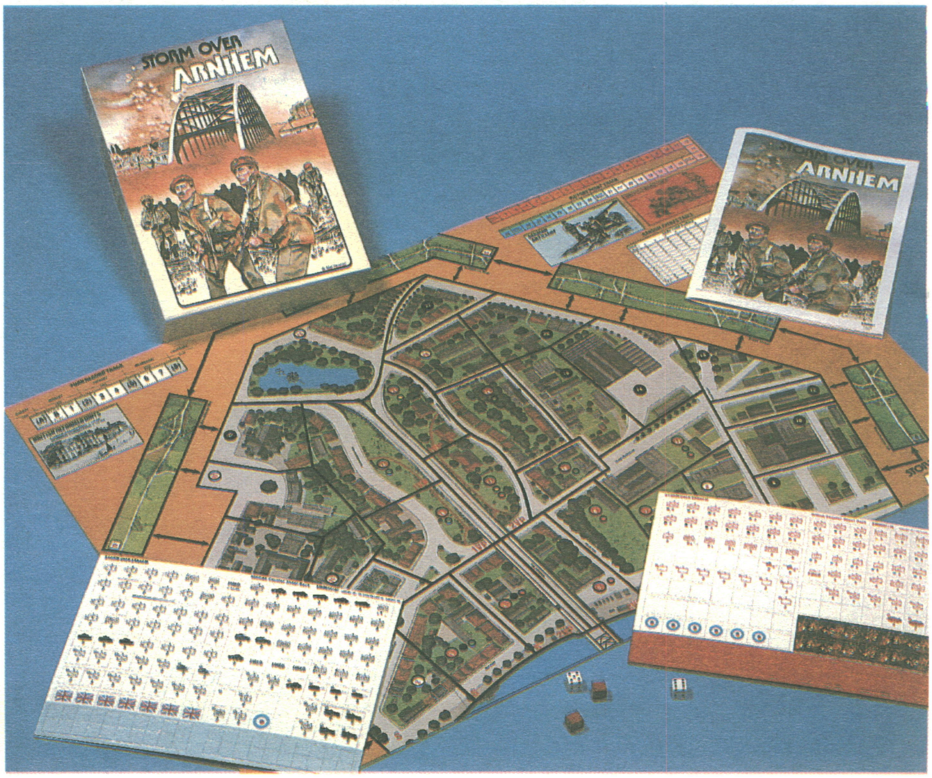
STORM OVER ARNHEM

Complexity Rating—3
Playing Time—3 hours

On the morning of September 17th, 1944, from airfields all over southern England, the greatest armada of troop carrying aircraft ever assembled for a military operation took to the air . . . over 7500 aircraft which would drop an entire Allied airborne army behind German lines to seize and hold a series of supposedly weakly-defended bridges until relieved by an armored thrust through the front lines. Unbeknownst to the Allied High Command, however; two SS Panzer Divisions were stationed near Arnhem—the last bridge in the chain, and the British 1st Airborne Division was about to drop into a living hell.

So began Operation Market Garden, a daring and grandiose gamble to end the war with one swift thrust into Hitler's crumbling Reich. The battle which ensued would be the most dramatic and bitterly contested action of the Western Front and would ultimately end in a major defeat with Allied casualties nearly doubling those of D-Day. *STORM OVER ARNHEM* is the re-creation of that battle at its fiercest point—the struggle for Arnhem Bridge itself.

STORM OVER ARNHEM re-creates four days in the struggle for Arnhem bridge with an innovative game system that preserves the "feel" of simultaneous movement games without the bother of written moves, while maintaining the action-reaction capabilities of more traditional sequential movement games. Player interaction is constant—thus yielding a high excitement level throughout. The mapboard faithfully re-creates that section of Arnhem over which the fiercest fighting for the bridge took place at a scale of 1 inch equals 100 feet. Each unit represents 12 men or several of the armored fighting vehicles which vied for control of the bridge. Unburdened by a maze of complex rules, it is an intrinsically simple game to learn, but an extremely difficult one to master. The game can be set up and underway in a matter of minutes and will command the full attention of the two participants during the three hour playing time. Included in the game is a 22" × 32" mounted mapboard, 224 large, back-printed playing pieces, a 16 page, full color rulebook containing indepth historical commentary, and four dice.



Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**

PANZERARMEE AFRIKA

Complexity Rating—5
Playing Time—3 hours and up

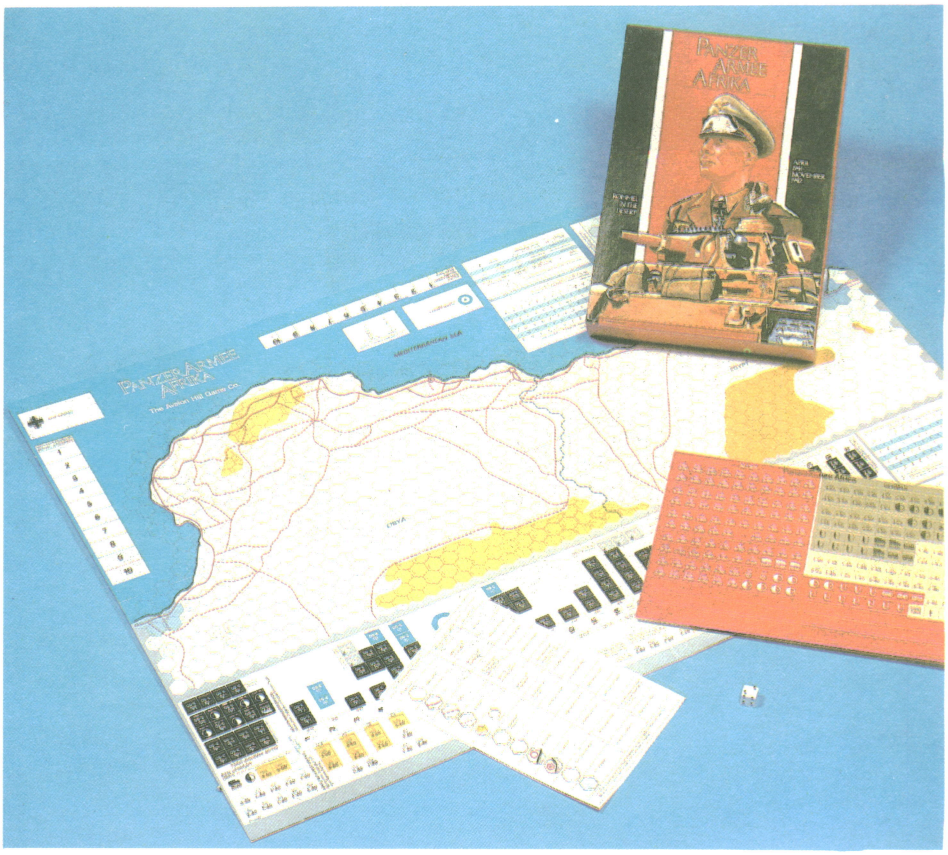
PANZERARMEE AFRIKA re-creates the sweeping action of the desert war—a curious land campaign having many of the aspects of a naval battle: far-flung actions by relatively small formations, extremely fluid fronts, and long-distance supply problems.

The high Movement Allowances of the units combined with the critical supply problems, make for a game of constant surprise and tension (there is rarely a line that can't be flanked or penetrated). Combat resolution relies on "attack superiority" (in terms of Strength Points) rather than the more usual odds comparison. Weak units can be easily overrun and this coupled with the German ability to deliberately move out-of-supply presents a constant challenge to the Allied Player.

PANZERARMEE AFRIKA is fast becoming one of the most popular games largely because of its extreme "playability" without sacrificing authenticity.

PANZERARMEE AFRIKA is a simulation of the North African Campaign between April 1941 and November 1942. Battalion, Regiment, and Brigade-sized units represent the actual forces which took part in the fighting. Included in the game is a Variable Orders-of-Battle Chart that offers variations in forces to demonstrate how history might have been different.

PANZERARMEE AFRIKA is basically a two-player game. It is played in sequenced turns called Game-Turns, during which Players move units on the map, have combat, and attempt to achieve certain objectives. Victory is based upon comparative strength levels at the end of the game and the capture of Enemy bases. Each complete Game-Turn represents one month of real time. The entire game lasts 20 Game-Turns. Each hex on the map represents 12 miles of land. Each Battalion-sized unit represents 600-1000 men. Each Brigade-sized unit represents 2000-4000 men. Each Regiment-sized unit represents 1100-3200 men.



PANZERARMEE AFRIKA is basically a 2-player game for ages 12 & up.

ROMMEL IN THE DESERT

- Highly fluid campaign
- Realistic logistical considerations
- Unusual combat resolution

GUNSLINGER

Complexity Rating—5
(most complex is 10)
Playing Time—1 hour and up

Game includes:

- Rulebook
- Eight two-sided mapboards
- Sheet of playing counters, including characters, weapons, horses and more
- Action cards (including bonus cards showing special skills)
- Deck of Result cards
- "Second Floor" player-aid cards
- Pad of personal history sheets

GUNSLINGER is based on a quick and easy game system that recreates the split-second nature of gunplay. Each turn the players secretly play cards to define exactly what they will do during the next two seconds in the game.

GUNSLINGER resolves combat quickly and easily. The attacker draws a result card that shows exactly where his shot hits, which combines with his gun to determine the damage he inflicts. This recreates the critical differences between weapons: Winchesters, Shotguns, Buffalo rifles, Colt's "Peacemaker", Smith & Wesson's breakopen guns and Remington's Derringer are a few of the guns in the game. The same system recreates hand-to-hand combat with bare hands, knives, tomahawks, axes, cavalry sabres and other weapons. Range, aim time, and the target's cover status are all taken into consideration.

GUNSLINGER includes eight two-sided boards (a total of sixteen map faces) portraying town and countryside terrain at a scale of six feet per hex. These boards can be assembled in varying ways to create a vast number of different maps that are used in the gunfights.

GUNSLINGER presents 26 different gunfights and several hundred variations, including both historical gunfights and made-up situations. Wild Bill Hickok, Billy the Kid, Wyatt Earp and John Wesley Hardin are just a few of the real gunslingers of history who appear in re-creations of the gunfights that made them famous.

From two to seven players can play each game. There are even solitaire rules that allow one player to play many of the gunfights alone!

GUNSLINGER also includes extra rules systems for enriching and expanding play. The "Campaign" rules allow the players to string gunfights together to form more extended battles and range wars. Role playing allows each player to develop his character's abilities from game to game as he faces the dangers of the Old West.

FREEDOM IN THE GALAXY

Complexity Rating—Basic Game—4
Intermediate—7
Advanced Game—10
Playing Time—6 hours and up

FREEDOM IN THE GALAXY is a strategic and tactical simulation of this epic galactic struggle, played on a map that schematically represents some 30 odd solar systems. The playing pieces (shown here), representing armed forces, spaceships, Imperial characters and individual Rebels, interact to destroy their enemies and win the hearts and minds of various races and planets. Now YOU can join this group of freedom fighters in *FREEDOM IN THE GALAXY*, a 2-player game that includes:

- 140 Character Cards—many beautifully illustrated —representing many alien races
- 400 playing pieces and handsome full-color map showing natural and political details of 51 planets and 25 star systems
- Rules Booklets with numerous illustrations describing all three complete game systems
- Galactic Guide with novel-like information on the inhabitants of the galaxy and their history
- Various and sundry Playing Aids making it easy for you to play the most thrilling science-fiction adventure you've ever had—in this or any other galaxy!

In a remote corner of the universe, a small but valiant band of Rebels struggle to withstand the oppression of an empire bent on total domination. The Empire, oppressor of billions throughout the galaxy, has felt the first sting of Rebel anger. In the cities and vast wilds of planets circling the farthest stars, the sparks of insurrection are being fanned by the courageous few who cry for freedom in the galaxy.

Three Complete, Distinct Games

- STAR SYSTEM GAME, introducing basic concepts of combat, characters, and missions—Rated 4 on a scale of 1 (easy) to 10 (hard) on the Avalon Hill Complexity Scale.
- PROVINCE GAME, an intermediate level game increasing variables in play—Rated 7!
- GALACTIC GAME, the ultimate in S-F realism—PLUS a variety of scenarios within each game system

Available in all good game shops, or direct from The Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call **TOLL FREE 800-638-9292 operator 1.**

THE BATTLE OF THE BULGE

Complexity Rating—4
Playing Time—3 hours and up

For historical buffs, *BATTLE OF THE BULGE* is the last word in accuracy. Official American and German documents, maps and actual battle reports (many very difficult to obtain) were consulted to ensure that both the order of battle and mapboard are correct to the last detail. Every fact was checked and double-checked. The result—you move the actual units over the same terrain that their historical counterparts did in 1944.

For those looking for a good, playable game, don't look any further. *"BULGE"* was designed to be FUN! This means a simple, streamlined playing system that gives you time to make decisions instead of shuffling paper. The rules are short and clear-cut so you can get into play quickly and easily. Because important locations are clearly marked on the mapboard, set-up is a snap. The Player Aid Cards are designed to handle all the detail work, so you have more time for play.

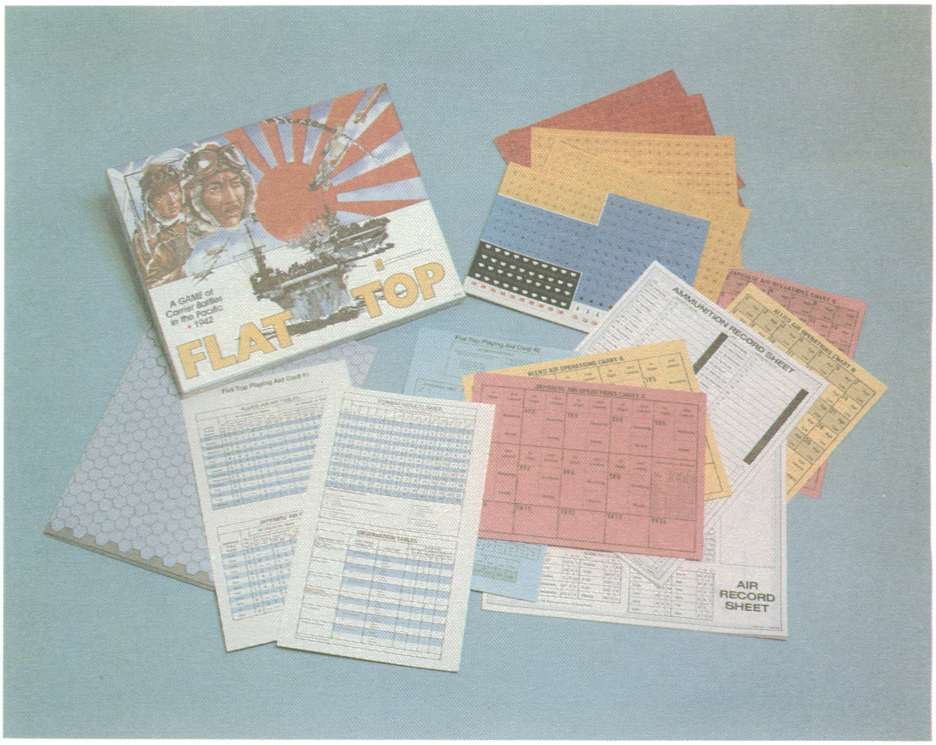
Just because the game mechanics are easy to learn and remember, doesn't mean that *"BULGE"* is a simple game. Many special game features provide the color and that "feel" of reality that makes this an exciting recreation of the actual battle. Fortunately, these have been carefully incorporated so as to enhance the flow of play instead of bogging it down in detail.

SOME OF THE MANY SPECIAL FEATURES:
- Tactical Air Strikes
- Strategic Bombing Effects
- German Airborne Drop
- German Infiltration
- Launching the Fifteenth Army
- Bridge Demolition
- Artillery Bombardment
- Special German Rocket (Nebelwerfer) units
- British Participation
- Several What If's Triggered by Battlefield Conditions
- Fuel Dumps

BATTLE OF THE BULGE is an operational recreation of the famous Ardennes battle of December, 1944—January, 1945.
- Each unit represents one of the regiments that actually participated (or might have participated) in the battle.
- Each hex is approximately 2 miles across.
- Each turn covers twelve hours of real time.
- Playing time averages between 3 and 9 hours, depending upon the scenario being played.
- Recommended for anyone 12 years and up.

TWO SCENARIOS
- The Tournament Scenario covers the period of the German advance. Average playing time is two to four hours. Designed to be played at all official Avalon Hill tournaments.
- The Campaign Scenario extends the Tournament Scenario to include the Allied counterattacks. This is the ENTIRE battle. Average playing time four to nine hours.

FLAT TOP



Complexity Rating—10
Playing Time—4 hours and up.

FLAT TOP recreates the major Battles of the Solomon Seas. Each hex on the mapboard is approximately equivalent to twenty miles. Each ship unit represents one ship. Each Air Factor represents approximately three planes. Each turn represents one hour of time.

FLAT TOP may be the final word on aircraft carrier operations and warfare. The luck factor is so minimal it plays little part in the outcome. Winning requires careful planning and playing skill. A true test of gaming skill.

Much of the game's excitement comes from the hidden movement system. Unless sighted by enemy units, all units may be kept off-board. Players keep track of unseen units on the log sheets provided which have a reduced version of the map. In this way, total secrecy is maintained. While this requires a certain amount of honesty, the result is a unique blend of thrills and tension.

Players must send out search planes to find the enemy task forces. At the same time, they must be readying their strikes to launch once the enemy ships are spotted. There are countless decisions to be made each turn. Players must decide how many search planes to use, how to arm their planes, whether to attack enemy bases or not, how to organize their task forces, and when to attack.

Five scenarios are included. "Rings Around Rabaul" covers an American carrier raid on the Japanese base of Rabaul. "Coral Sea" recreates the attempted Japanese invasion of Port Moresby, while in "Eastern Solomons" the Japanese must invade Gili-Gili and Guadalcanal. "Santa Cruz" is strictly a carrier versus carrier battle. "Guadalcanal" covers the last serious Japanese attempt to capture the island.

FLAT TOP is probably the most intense game you will ever play. So much so, we considered including artificial nails, but then decided to let you provide your own. Awarded Avalon Hill's highest complexity rating, this is not a game for beginners, but for the stout hearted it's the ultimate gaming experience.

Available in all good game shops, or direct from the Avalon Hill Game Co., 4517 Harford Road, Baltimore, MD 21214. For credit card purchasing, call TOLL FREE 800-638-9292 operator 1.

DOWN WITH THE KING

COMPONENTS:
- A Rulebook
- 11 Royal Character Cards
- 36 Nobles Cards
- 13 Office Cards
- 120 Event Cards
- 260 Counters
- 10 Playing Aid Cards
- A Record Sheet Pad
- 2 Dice

Complexity Rating—5
Playing Time—3 hours and up

DOWN WITH THE KING is a game of intrigue and treachery in which players compete against the King and each other. Each player takes the role of a Fandonian noble. The object is to build a powerful, political faction and eventually place a member of the Royal Family, loyal only to you, on the throne. For two to six players.

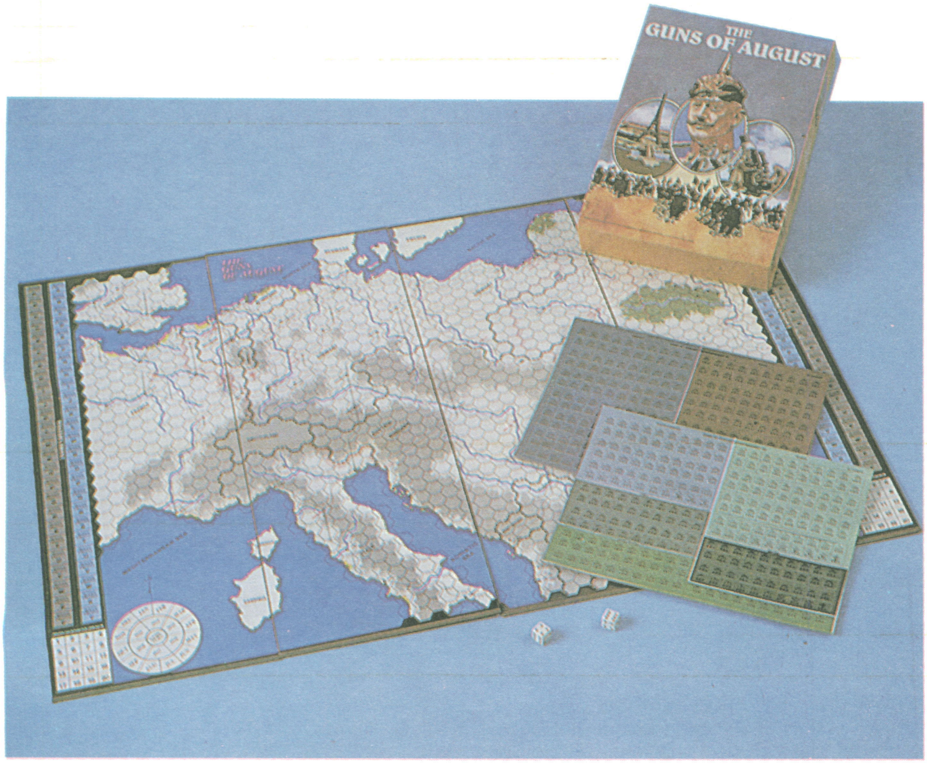
DOWN WITH THE KING is a game that has everything that makes a game fun. Assassinations. Duels. Scandals. Travel. Hiding. Romance galore, including seductions, proposals, and weddings, Court Balls.

Basically, players must gain prestige and influence so they can recruit characters to their cause. However, the ways in which they can do so are practically unlimited. At the same time they must also attempt to gain the support of the church, the trade guild, the merchants, the army, the navy, the peasants, the townsmen, and foreign countries. But even after they have established a strong faction, they must wait till the political climate is right. Only then will they be able to usurp the King. The penalty for failure is death.

No two games will ever be the same. There are just too many different things that can happen. Players must cooperate to some extent against the King, but must always be wary of the stab in the back. A player cannot afford to make too many enemies though, because opponents are never completely out of the game. A player who is killed just misses a turn and then returns as the former player's heir, usually with revenge in mind.

This is not a game where everyone sits around while one player takes a turn. Players can play cards, modify die rolls, and take part in many of the actions during their oponent's turn. There will be constant player interaction. A player can go from rags to riches and back again several times in the game. The winner will never be certain till the game is over.

GUNS OF AUGUST



Complexity Rating—5
Playing Time—4 hours and up

Each morning since the invasion, the Belgian newspapers carried the same reassuring headline: "Liege is invincible!" Then, late on the afternoon of August 12, 1914, the great Krupp howitzer, which the Germans had produced in secret, was trained on Fort Pontisse. At 6:30, the first detonation cracked the cloudless sky. By nightfall, Liege was doomed and the German army could resume its advance toward Paris.

The thunder of the guns of August would deafen all Europe. For the next four years there would be no quiet: on the Western front in France, on the eastern front in Russia, in the Italian Alps and the Balkan foothills, the only peace would be among the dead.

Recreating the Great War of 1914-1918, *GUNS OF AUGUST* is a unique, exciting game. As the Central Powers player YOU control the armies of Germany, Austria-Hungary, Bulgaria and Turkey, and make the difficult strategic decisions the two-front war requires. As the Allied player YOU command the forces of the rest of Europe including Britain, France, Russia, Italy, Belgium, Rumania, Serbia, and the United States, and carry the burden of forcing back the strongly entrenched enemy corps on both the west and eastern fronts. No other game presents so great a challenge to test each player's grasp of military strategy.

Ten Historical Scenarios

From the summer of 1914 through the final surrender on the eleventh hour of the eleventh day and month of 1918. *GUNS OF AUGUST* spans the entire First World War in monthly Game-Turns; each player maneuvers hundreds of infantry and cavalry corps and their supporting artillery and engineer regiments. And in addition to this mammoth campaign game, separate scenarios for each front during each year of the war, which can be combined into two-front scenarios for 1914, 1915, 1916 and 1917, and have been specially designed to allow players to vary the size, difficulty and playing time of their games.

For those who think that World War I is an unexciting subject for a game, *GUNS OF AUGUST* will prove a shock comparable to the appearance of British tanks at Cambrai, and German stosstrupen at Caporetto.

AMOEBA WARS

Complexity Rating—4
Number of Players—2-6, ages 12 & up
Playing Time—1-3 hours

AMOEBA WARS . . . and the clash of Space Lords in a Galactic Power Struggle

Nobody knew where the Amoebas came from or why they came, but there was no mistaking their presence. As big as planets, their monstrous pseudopods engulfed anything that strayed into their path. At one time, the Empire would have easily driven them away. Now it was too late. As a last ditch effort, the Empire's super-dreadnoughts were converted into Doomsday Machines and launched against the one-celled monsters. They immediately went out of control though and drifted aimlessly throughout the galaxy destroying indiscriminately. The Empire collapsed. All that had been was gone. Survivors were forced to flee to the outer solar systems.

From the ashes of destruction emerged a new spirit. Small federations began springing up as havens for these last remnants of civilization. Here the Space Lords rose to power. Each had the same goal—to recapture the inner systems and return the galaxy to peace and order.

AMOEBA WARS is a fast, exciting game of galactic struggle for two to six players. Game time averages between one and three hours. Each player assumes the role of a Space Lord. His objective is to capture Saestor, the old capital of the Empire. Not only must he be prepared to battle the Space Amoebas, but he must also be ready to fight competing Space Lords to win. Good planning and calculated risks must be utilized to take Saestor. But be careful, a marauding Doomsday Machine may appear at any time to disrupt any well-laid plans.

AMOEBA WARS is not a simulation. Nor is it warmed over hash! We present, with pride, a truly innovative fantasy game easily learned, yet subtle in strategy of play.

AMOEBA WARS comes to you complete with large full color mapboard of the Empire Galaxy; deck of powers cards; playing pieces representing space amoebas, doomsday machines, scout ships, battle cruisers, patrol ships, battle stars, and dreadnoughts; plus a variety of playing aids.

AMOEBA WARS . . . and
the clash of Space Lords
in a Galactic Power Struggle

NEW for '83

MYSTIC WOOD

Complexity Rating—3
Playing Time—1¼ hours

The MYSTIC WOOD is a fantasy for 2 to 4 players, set in an everchanging forest that lies somewhere between Earth and Heaven.

Each player chooses as his champion a Knight, who sets forth from the Earthly Gate to fulfill a ceratin Quest. Moving by turns along available paths, the players explore the map. Whenever a Knight discovers a glade, he draws a role card from the small pack. He may find a spell, which will affect all the players, or he may find a denizen: that is, a person or creature who is present in the glade. On being encountered by a Knight, a denizen may act in one of several ways, depending on its nature and sometimes the throw of a die. For example, the denizen might flee, fight, give a gift, or join the Knight as a companion. Through such encounters, the Knight acquires strength, prowess, and useful things to help him fulfill his Quest.

Players may work against one another or cooperate in many ways. Two Knights occupying the same area may joust with one another or join against a common enemy.

A player wins the game by fulfilling his Quest and leaving the Wood by the Enchanted Gate.

The game is largely inspired by two romantic epics of the 16th century: Ariosto's *Orlando Furioso* (Mad Roland) and Spenser's *The Faerie Queen*. The first is set in an imaginary Europe of Charlemagne, the second in the realm of Queen Gloriana, and both poems concern the adventures of various Knights in search of love and glory.

The heroes and heroines wander through a sketchily-defined landscape punctuated by occasional palaces and cities and peopled with a host of minor characters: wizards, crones, clerics, distressed maidens, robbers, royalty, rustics, and fierce "paynims" slightly resembling Saracens. The always interesting encounters of the Knights with these characters and with one another form a succession of episodes which can be re-created in the game.

We present, with pride *MYSTIC WOOD*—a fantasy game of exploration and adventure for all ages.

WIZARDS

Complexity Rating—6
Playing Time—3 hours & up

The Enchanted Islands, were home to the Elves from the dawn of time.

Eventually Man entered the islands, and was made welcome. But Man was deaf to the peace and harmony of Elven ways, and nurtured a viper in his breast that was new to the islands . . . the potential for evil.

With little delay, the taint of evil, working through Man, clouded the brilliance of the land. To counter the evil taint, the Good Spirit sent his immortal High Wizards to lead Man to the good path and nurture him in its bounty.

But the Evil One, not to be denied his prize, sent his own emissaries—the Dragons! They spoke to Man with the tongue of deception, luring him into deeds of stealth for selfish ends alone, and thus led him to the evil path. For decades, nay centuries, this contest has continued. Many and terrible have been the defeats suffered by Evil . . . still Evil is. The greatest of the Sorcerers have been freed from the evil path . . . still Evil is.

WIZARDS is a challenging, captivating game for two to six players, who strive against Evil by relearning the rites of the Magical Orders, performing good deeds and thwarting the forces of Evil at every turn, if they can.

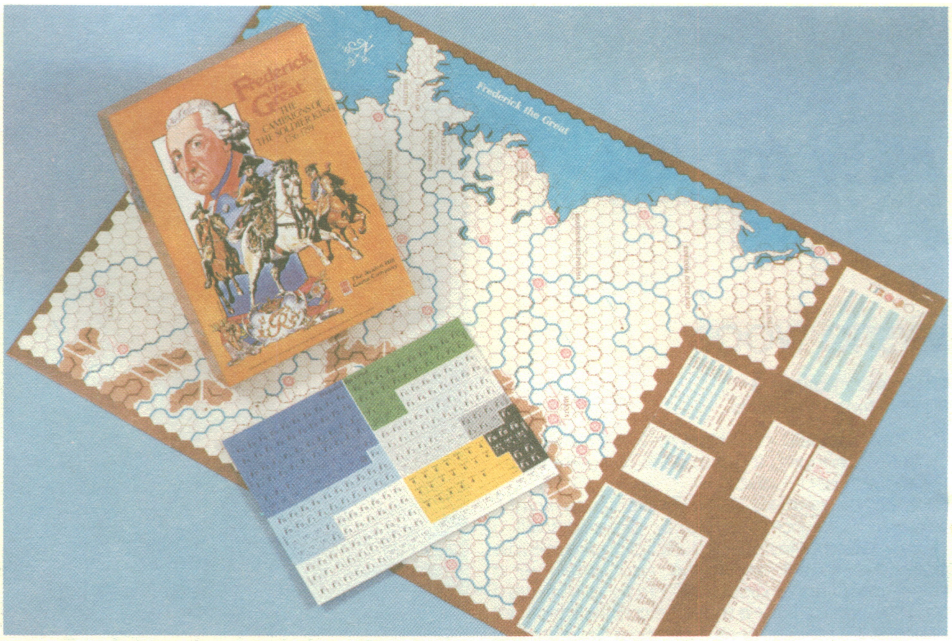
The deserved winner will be the player who, in the face of Evil's terrible might, raises himself to the ultimate level in his Order and then succeeds in presenting the Druid High Priest Ruktal with the Gems necessary to perpetually banish Evil.

AH The Avalon Hill Game Company

4517 HARFORD ROAD • BALTIMORE, MARYLAND 21214 • 301-254-9200

FREDERICK THE GREAT

Complexity Rating—4
Playing Time—3 Hours & Up



In the late summer of 1756, an obscure political squabble in central Europe ignited a military conflict that was to engulf the continent for most of the next decade. This conflict later became known as the Seven Years War and, without doubt, its most famous personage was King Frederick II ("The Great") of the Kingdom of Prussia. Throughout the seven years of conflict, Frederick's kingdom was assailed by three major armies simultaneously. From the west came massive French armies, plodding slowly over the Rhine and into the territory of Frederick's only continental ally, Hannover. From the south came the highly-disciplined troops of the Austrian Empress, Maria Theresa. And finally, from the east came an enormous Russian force—painfully lethargic, but threatening nevertheless.

In response to these multiple threats, Frederick maneuvered his army with lightning-like swiftness, utilizing the strategy of the "interior lines" to its fullest. Frederick withstood the enormous odds against him for seven ravaging years of war. He just barely managed to avoid crushing defeat and, although Prussia was bled white at the conclusion of this conflict, his beloved kingdom had established itself as a major power to be reckoned with in future European politics.

FREDERICK THE GREAT recreates all of the intricacies of this massive struggle that tested the Soldier-King's capabilities to their fullest. Players will easily and quickly be able to grasp the enormity of the strategic task facing Frederick. Or, on the other hand, they will be able to comprehend the indecision and reluctance of the French, Austrian, or Russian commanders that are forced to tangle with the renowned Prussian king. Can you, as a player, do as well as Frederick (or do better than his adversaries)?

FREDERICK THE GREAT is a simple game that accurately reflects the chess-like qualities that real warfare possessed during the Seven Years War. The game stresses the heavy influence of logistics and siege warfare that dominated Frederikian-style campaigns. Campaigns are won just as easily by brilliant maneuvering as by pitched battle.

CONQUISTADOR

Complexity Rating—7
Playing Time—3 hours

CONQUISTADOR recreates 16th Century exploration and conquest of the New World (North and South America) by the major powers of Europe.

A unique game system enables players to realistically cover great stretches of time in single turns. Acting as Monarch for their countries—England, France, Spain, or Portugal—players must make discoveries, colonize and protect the lands they discover, and obtain riches through gold, trade, and the acquisition of resources.

Players must try to be the first to make voyages of discovery to find the Pacific Ocean or Hudson Bay or to follow the Amazon or Mississippi Rivers. Some will also be driven to attempt mythical quests like the search for the Seven Cities of Cibola or El Dorado. But danger is a large part of exploration, and some explorers will never be seen again.

Random Events Table recreates problems at home in the form of political corruption, graft, European Wars, Civil Wars, plague, and royal deaths. The Spanish player will also have to contend with the requirement of maintaining Missionaries in a religious attempt to convert the natives.

In the beginning, diplomacy is paramount to allow players to establish footholds in the form of small colonies. As the game goes on, however, disputes will no doubt arise and players may resort to economic or military aggression to take what they need.

Players have both numerous long range and short range options in the game. They can emphasize the mining of gold or the looting of treasure cities. They can colonize and work the land. They can prey on other players' land and riches. *CONQUISTADOR* is a game with little luck and much skill where players are in charge of the destiny, not only of their own countries, but of the New World as well. The player with the most successful country at the end of the game will be the winner.

Basically for two to four players; special versions for five players and solitaire play are included in the rules. A detailed historical simulation that may not be for everyone, but is worth the effort to those who make the effort.

NAVAL WAR

Complexity Rating—1
Playing Time—45 Minutes & Up

NAVAL WAR is a card game of strategy, skill, and luck that is based on World War II naval combat. Each player controls a "fleet" of warships, and attempts to sink the other player's ships.

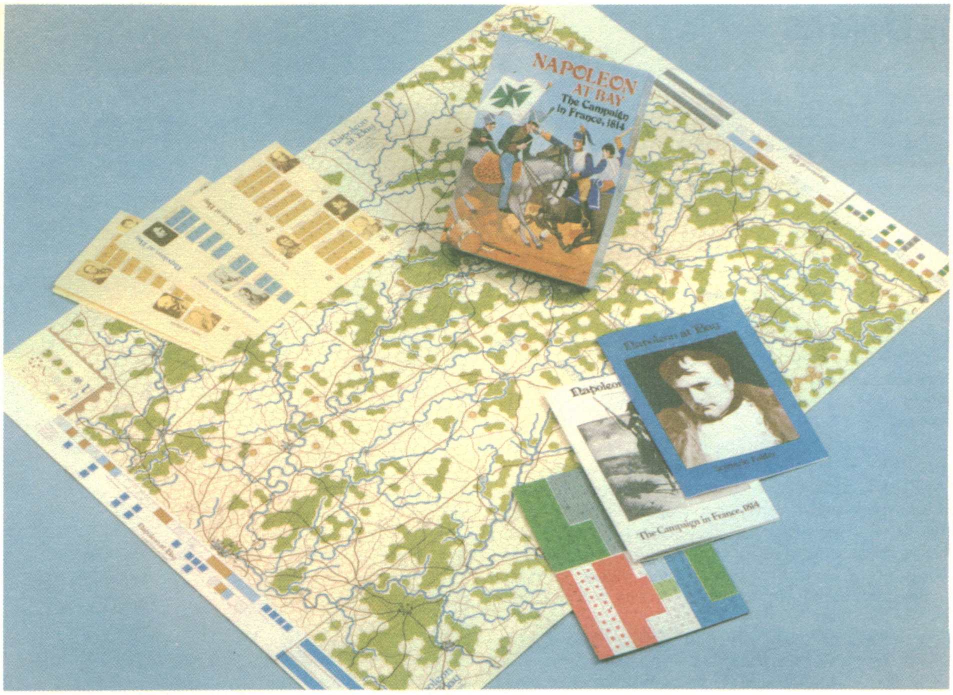
The battleships, aircraft carriers, and battlecruisers of WWII roam the seas again! In this unique card game, three to six players command a "fleet" of the world's most feared ships. Drawn from a deck of 54 cards, you might get the Bismarck, Gneisenau, Prince of Wales, Hood, Ark Royal, Roma, New Jersey, Enterprise, Shokaku, or even the gigantic Yamato, largest battleship ever used in battle! Using another 108 card deck, you can attack the enemy with salvos from your guns, make carrier strikes, destroyer torpedo attacks, raids by submarines or torpedo boats, or set up minefields.

NAVAL WAR is based on historical data, but is a quick play "beer and pretzels" game for 2 or more players.

NAPOLEON AT BAY

Complexity Rating—7
Playing Time—4 hours & up

After the Battle of Hanau, which brought to a close the Campaign of 1813, Napoleon had not even three months to scrape together a new army. The remnant of his army of 1813, decimated by disease and the long retreat into France, was powerless to delay the Allies long enough for the training of the new conscripts; the French economy, stripped of its foreign resources, was unable to equip them. Thus, when the Allied Armies reached the Langres Plateau (which held the sources of the Rivers Marne and Seine), Napoleon was forced to lead an unorganized and half-finished force of mere 14-year-olds, leavened with depot troops and a few old soldiers from Spain, against them.
The ensuing campaign was one of Napoleon's finest, bearing comparison with his first campaigns in Italy 18 years before. He conducted it with subtlety and lightning speed against heavy odds, attacking isolated enemy forces on advantageous terms, while covering forces on the river lines held off the superior Allied forces. Napoleon displayed all of his skill in a classic use of interior lines, shifting to engage the combined armies of Russia, Prussia and Austria.
Now, you can test your abilities against those of Napoleon and the Allied commanders in a tense and finely-balanced contest of careful maneuver along the approaches to Paris.
Features: The efficiency of the army staffs is quantified in terms of "Administrative Points" which a player uses to create Movement Commands for his leaders, and which determine the strength his forces will lose due to March Attrition each time they move.
Hidden movement system allows only leaders on the map, while their strength is revealed only at the moment of combat.
Each leader has a display track with portrait, where individual divisions are assigned to track spaces corresponding to their strength. Leaders are rated for Initiative, Command Span and Subordination.



HUNDRED DAYS BATTLES

On March 1, 1815, the exiled Emperor Napoleon Bonaparte landed with a small escort on French soil at Cannes, having escaped from the island of Elba. For the next 100 odd days, he would once again terrorize Europe at the command of the feared imperial French legions. Surrounded on all sides by armies of the great European powers, Napoleon's plan was to march north to Brussels, separate the Prussian and Anglo-Allied armies from each other, and defeat each in detail. Destruction of these armies would probably mean peace for France and the saving of the Emperor's Crown. Failure was unthinkable.
HUNDRED DAYS BATTLES is Avalon Hill's new strategy game for two or three players which recreates the climax of the Hundred Days Campaign. The division sized units of both sides are represented on the map by leaders who command their corps and army formations. Leaders march, force march, and influence combat according to their individual abilities. Combat is resolved by rolling a die on the Combat Results Table. To win, the French must exit units off the map towards Brussels, or destroy the Allied armies. The Allies win by preventing French victory.

Complexity Rating—4
Playing Time—2 hours

BATTLE FOR ITALY

By November of 1796, Napoleon Bonaparte was eight months into a brilliant campaign in northern Italy which was removing any Austrian threats to the French Republic's southern flank. The fighting that month, north of the besieged city of Mantua, proved to be one of the first great challenges in the young General Bonaparte's career. Two Austrian forces under Marshal Alvinczy and Lt. General Davidovitch threatened to converge on the French from the north and east, join together at Verona, and march southwards to raise the seige. Bonaparte's task was to make use of his interior lines around Verona to unite his scattered and outnumbered troops, and defeat the separate wings of the Austrian "pincers" in detail.
BATTLE for ITALY is Avalon Hill's new strategy game for two players which recreates the critical period of November, 1796. During a typical game turn, both players attempt to move their brigades by normal and forced marches. Combat occurs when opposing forces move adjacent to each other, and is resolved by a die roll on the Combat Results Table. Important leaders on both sides are represented in play, and their individual attributes are critical to each players success. Game victory depends on how well the Austrians do in defeating the French and exiting units off of the map to break the siege.

Playing Time—1½ hours
Complexity Rating—4

DILEMMAS

You are a good deal overweight, and you are usually a bit socially uncertain when visiting a home for the first time. You are the first arrival at a party given by newly-made friends in their elegantly furnished home. It is suggested that you wait in the library until other guests arrive. There is a cheerful blaze in the fireplace. You lower yourself before the fire in a delicately designed antique chair. It immediately collapses in protest of your weight, and is shattered beyond repair . . .

You are walking with your sweetheart along New York's Fifth Avenue on a sunny day in Spring, when a completely naked man steps out of a car at the curb and with a courtly bow says: "I am sorry to bother you, but can you supply me with some clothes?"

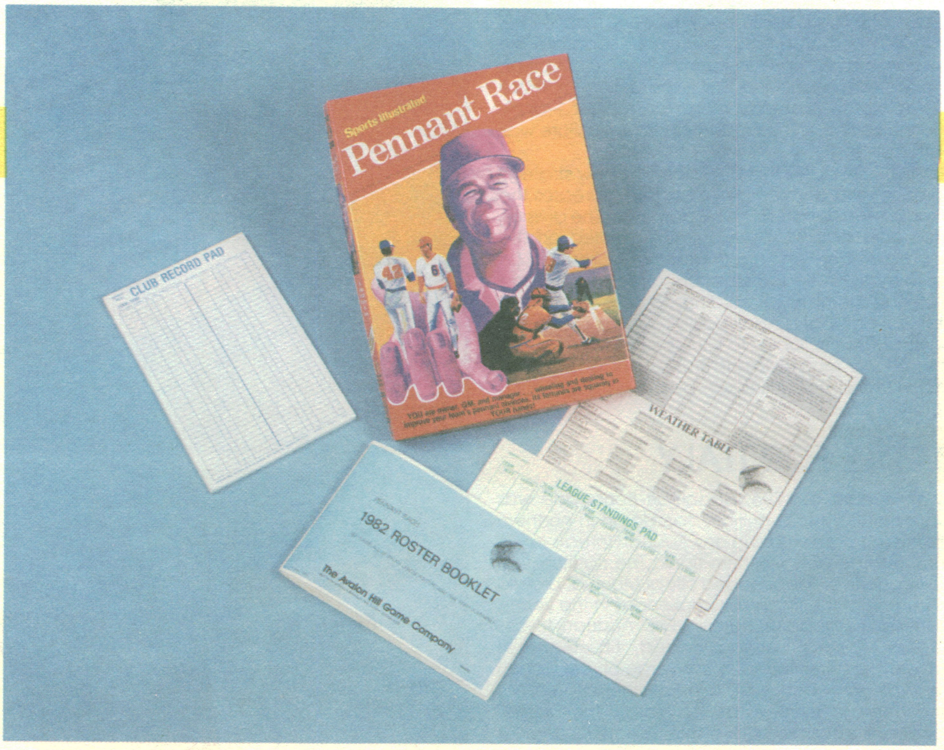
You find a purse containing $3,000 in nice fresh bills, but nothing to indicate the owner. You therefore keep an eye on the Lost & Found column of your local paper and come upon the following: "The person who last Tuesday found a purse containing a large sum of money, on Main and Maple Streets, is known to the undersigned owner, who requests that the money be returned at the address below.". . .

While taking a lunch hour stroll your attention is called to an unaddressed envelope on the sidewalk. Out of curiosity you pick it up and find in it a love letter addressed to "Honey Child" and signed "Horace". You are amused by the inept expressions of sugary sentiment and the elaborate declarations of love, when suddenly it strikes you that the handwriting is that of the head of the company employing you . . .

These are a few of over 150 dilemmas! If they happened to you . . . what would YOU have done?

Sports Illustrated

PENNANT RACE



Seen from the eyes of the front office, BIG LEAGUE BASEBALL is a far different sport than the game that's played on the field. A club's manager, general manager, and owner form an all-powerful triumvirate—a force which constantly seeks the elusive and mysterious blend of player-talent that can bring a team the coveted World Series ring. The men behind the scenes are just as important to a team's success as the players themselves, for the front office has to view the long season not from the perspective of the playing field but from afar. A team's success on the field one day may turn into disaster the next—unless a proper balance of skills has been carefully built-up that can enable the team to withstand the rigors of the long season.

PENNANT RACE is a simple baseball game that enables the gamers to recreate an actual 162-game schedule for all 26 major league teams in a remarkably short period of time. Confrontations between teams are resolved quickly and simply by a unique procedure that accurately reflects all of the key elements of modern baseball: Game resolution takes no more than a few minutes, as players make simple calculations and references to individual and team statistics. But be careful! During the course of a grueling season, teams may fall prey to injuries or slumps, necessitating roster changes through trades with other teams or from a club's own minor league system.

PENNANT RACE includes a Team Roster Booklet, presenting a carefully-prepared roster for all 26 major league teams. Each roster includes 25 players, all of which are statistically evaluated in several key areas of play.

PENNANT RACE is a great *solitaire* game; or for 2 to 12 players ages 12 and up.

Solitaire	Head to Head	Strategy	Luck	Statistical Realism
XXXXX	XXX	XXX	XX	XXXX

W-6698 4/83 100M

THE GENERAL

It doesn't take much of a pitch to sell THE GENERAL these days. It sells itself. Just take a look at the rest of the hobby press. There isn't a better buy for your dollar anywhere. THE GENERAL has 48+ pages of full color gaming material and no paid advertising. But we don't intend to stand on our laurels, and each year should see more steady improvements. A proven success, THE GENERAL will continue to evolve into the deluxe periodical of the hobby.

Every bi-monthly issue is jammed full of articles on Avalon Hill games. Written by the AH staff of wargaming experts and enthusiasts, articles range from historical tie-ins and background events to strategy and tactics. Each issue usually has a SERIES REPLAY; a move by move recreation of a game between two expert players. There are also new product announcements, product reviews, and a contest that gives away over $150 of merchandise each issue. In recent issues, there have been professional variants to certain games with special inserts containing new maps or counters. Finally, there is also a postage coupon in every issue, good for helping to pay the cost of a mail order.

No real hobby member can afford to be without a subscription of THE GENERAL. But if you're still not convinced, order a sample issue first (see current Parts List for cost). One look should be enough.

ADVENTURE GAMING ACCESSORIES

Avalon Hill also produces a line of accessories that enhance the play-value of existing adventure games.

Not readily available in game stores, accessories may be ordered directly from the factory at current prices shown in the Parts List.

(A) Wargamer's Guide to Diplomacy—The best of all that's written about "Henry Kissinger's favorite game," including hints on strategy plus sample games.

(B) Storage Trays—Holds counters separate in 48 different receptacles; includes dog paw proof plastic lids.

(C) Squad Leader T-Shirt—If you can't be one at least dress like one. Specify small, medium, large, or Xtra-large.

(D) Panzerblitz T-Shirt—Intimidate your opponent with this menacing looking design, reproduced right off the game box itself. Specify small, medium, large, or Xtra-large.

(E) Wargamer's Guide to Panzerblitz—If the T-Shirt doesn't do it, bedazzle your opponent with strategy and tips on play gleaned from the *"best stuff ever printed on Panzerblitz."*

(F) Squad Leader Variant Maps *#s* 8, 9, 10, 11, 12, 13, 14, and 15—To be used with Squad Leader, Cross Of Iron, and Crescendo Of Doom. *#s* 8, 12, 13, 14, and 15 appears in GI: Anvil Of Victory. Specify map number.

(G) Blank Rigid Mapboards—Great for mounting your own home-made mapsheets. Specify 14 × 22 (D-Day size) or 8 × 22 (Panzerblitz size).

(H) Series 100's—10 additional scenarios to go along with the award-winning Cross of Iron gamette. (Scenario100's are not assembled in the gamette itself.) Also available Series 200—10 additional Scenarios for use with Crescendo of Doom and The Rogues Scenarios—12 additional Scenarios for Crescendo of Doom.

(I) Coral Sea Variant—Two maps, plus two sets of additional counters, extend enjoyment of the popular Midway classic. Requires Vol. 15, No. 3 The General for rules.

(J) Play-by-Mail Kits—Allows play between opponents in different cities; unique CRT system eliminates need for dice. Available in 11 games including: Afrika Korps, Anzio, Bulge (pre-1981 edition and new 1981 edition), Blitzkrieg, D-Day, Kriegspiel, Luftwaffe, Panzerblitz, Russian Campaign, Stalingrad, Waterloo and Fortress Europa.

(K) 1940 Panzer Leader Variant Counters—includes extra British, French, and German land and air units; played in conjunction with feature article from The General, Vol. 15, No. 2.

(L) Kingmaker Variant Event Cards—Adds additional nuances of play; includes events not found in original game such as: royal death, vascillating nobles, catastrophes, gales at sea, refuge, and the ever-popular treachery.

(M) Richthofen's War Maneuver Cards—Adds the spice of subtle maneuvers through surprise to a popular convention tourney classic.

(N) Index to Avalon Hill Generals—(Volume 1-16) and company history.

(O) Wargamer's Guide to Midway—Our brand new how-to manual; a compendium of the best Midway articles ever printed in The General on this classic naval/aerial combat game.

(P) Binders—Holds up to 12 issues of The General.

(Q) Hex Sheets—Unmounted white index contains hexes printed in black. Specify D-Day (22 × 28) or Panzerblitz sizes (22 × 24).

(R) Hex Pads—8½ × 11 blue on white offset sheets printed front and back with large & small hexes.

(S) Blank Counters—White mounted, die cut two sizes: specify ½" (D-Day style) or ⅝" (Panzerblitz style).

(T) Blank Boards—To mount unmounted sheets on. Specify D-Day (14 × 22), Panzerblitz (8 × 22), or Shakespeare (8 × 16) styles.

(U) Magnetic Tape—On which to glue die-cut troop counters for permanent display on metal backed playing surfaces.

(V) War At Sea II—All WAR AT SEA Variants that have appeared in the General can be played using War At Sea II kit. General Volumes 19, No. 3 and 13, No. 3 (only photostatic copies available) and Volume 14, No. 4.

For credit card orders call TOLL FREE 800-638-9292, Operator 1

Sports Illustrated

At no time in the history of sports has fan interest been as high as it is today. That—despite the brouhahah over player salaries and escalating prices! Thus it is no surprise to us that there is more interest in table-top sports games than ever before.

In fact, there has been such an increase in demand for games that Avalon Hill has created a separate game division for the express purpose of meeting this demand.

We bring to this newly created division a high degree of expertise. As the oldest and largest publisher of wargames, Avalon Hill has led the way in design and packaging innovations. We have won the major "best game" awards at every national wargame convention since their inception in 1975 with "Origins I," Johns Hopkins University.

Our first major award, curiously enough was not for wargames, but honored the game Football Strategy. That was back in 1961. At that time, it was the only pure strategy sports game on the market. Quite naturally, this major design innovation spawned a host of imitators including our own companion games Baseball Strategy and Basketball Strategy.

In 1976, Avalon Hill acquired the sole marketing rights of the Sports Illustrated series, then numbering five titles.

A giant step in the direction of "stat" games (statistical replay games) was made recently with the acquisition of Statis Pro Publications, games that mirror real-life results. Based on up-to-date league statistical information, these games feature Player Cards representing the actual major league player performances. Advances in computer technology allow us to simulate real-life action in a most authentic manner in board game play. An added feature of the Statis Pro line is that they play so well as solitaire games.

We lay no claims to the largest line of sports games, but we do think we have the most diversified. That gives you—the buyer—a choice. Whatever your likes in table-top action, be it head-to-head, team play, solitaire, or stat games, we know we have a game just right for you . . .

KEY: XXX means outstanding XX moderate
X marginal Not applicable otherwise

USAC AUTO RACING

Official GAME of the United States Auto Club

Who among you hasn't dreamed of driving in an Indy 500?

Next to horse racing, more people watch auto racing than any other sport. There are a lot of spectators sharing your dream.

You can make that dream a near reality by playing this game. A game so authentic that it is the only officially sanctioned auto racing game authorized by the United States Auto Club.

Drive an Indy 500 Auto . . . YOURSELF!

Well not exactly! But you can do the next best thing. In the play of this game you actually take the part of a real life driver who was one of 33 qualifiers at a recent Indianapolis 500. As such, you control his car in an attempt to match or better his actual performance.

Based on Statistical Accuracy.

Each of the 33 real-life qualifying drivers is represented in the game by a Driver Performance Card. Based on actual racing statistics compiled by USAC, each car will perform on the track pretty much as it did in real life . . . but with one big difference!

Strategy the Key to Winning

YOU make the key decisions. YOU determine the efficacy of when to enter the pits. YOU decide how fast you must go; when to take risks and when to back off. It's all here for you in a game that will recreate the thrills of a championship auto race, but in the safe confines of your own game room.

Winning doesn't necessarily mean you have the best car. Winning is the ability of the driver to think ahead and plan his moves accordingly . . . and that's exactly what this game lets you do.

Back in 1978 the Indy 500 was won by Al Unser, not so much for his car, but because of his mental discipline. Small wonder he is a three-time winner only the fourth racing car driver to accomplish this feat. Quite an accomplishment to strive for; and the difficulties of doing so are as vivid in this challenging game as in real life. That's how realistic *USAC AUTO RACING* happens to be.

Ideal Solitaire Game

Unlike most board games, *USAC AUTO RACING* can be as enjoyable by yourself as head-to-head. The ultimate fun is getting all 33 cars on the track with each player dividing them up equally among themselves. Here, it is possible to recreate every situation and strategical maneuver that ever happens in an actual race. See for yourself! Try *USAC AUTO RACING* . . . a realistic game designed for one or more players ages 10 and up.

BONUS: Statistical performances are revised periodically by USAC with updated Driver Performance Cards available, at nominal cost, directly from The Avalon Hill Game Company.

COLLECTOR'S ITEM: All 33 Driver Performance Cards include the full-color photograph of the championship driver, an addition to one's collector item shelf that will be as valuable someday as bubble gum cards of old-time athletes.

Solitaire	Head to Head	Strategy	Luck	Statistical Realism
XX	XX	XX	XX	XXX

REGATTA

You'll flip over this completely revamped revision of the old 3M game. All of the factors that are important in real sailboat racing can be found in *REGATTA*—wind direction, tacking, blanketing, jibing, spinnaker tactics; even protests and flying jibes!

You'll thrill to the tension of maneuvering before the starting gun. Roar with laughter at the spectacle of your opponents engaging in a luffing contest that takes them off the course entirely. Howl with agony as you discover that your careful plotting of the lay line has left you ten boat lengths to leeward of the first mark.

The game is designed primarily for players with some sailing experience, but the simple and carefully written rules allow any landlubber or stinkpotter to enjoy the thrills and excitement of sailing without enduring the hours of misery sanding the hull or looking for a crew that can tell the difference between a spinnaker boom and a boom vang.

Each player in *REGATTA* (up to six) has his own boat to race around the colorful 22" × 28" mpaboard on a series of courses that are only limited by the player's imagination. Committee boat, course marks, and wind indicator can be placed about the map in various positions for common triangular courses, Cup-style courses, and others.

YOU make all of the decisions a true racing skipper has to make. YOU plan a pre-race strategy that will bring you across the line first. YOU decide when to tack, and when to put up your powerful spinnaker for the downwind leg. YOU try to take advantage of unexpected wind shifts, blanket your opponents; sails, and much more—in fact, *REGATTA* is so close to real sailboat racing that it is highly recommended for training beginners and even experienced sailors in tactics and racing strategy.

All the facets of real sailboat racing are included in *REGATTA*, including Puffs, Wind Shifts, Spinnakers, Blanketing, Right-of-Way, Tacking, Jibing, and race scoring. And for neophyte sailors, there's a helpful summary of the rules of yacht racing, along with a nautical glossary listing the most common terms used by sailors.

REGATTA is the perfect game for family fun ashore, or for those absolutely *dead* days afloat; the kind where that orange peel you throw overboard drifts past you three hours later. Suitable for ages 10 and up.

GAME INCLUDES:
- 6 Multi-colored diecast yachts
- 1 Committee Boat
- 4 Course markers (buoys)
- 2 Dice
- 6 Spinnaker Cards
- Complete Rules with Nautical Glossary
- Full-color mounted mapboard
- Wind Shift Indicator

SPEED CIRCUIT

This is a game for dreamers. The kind of people who may have wished, if only for an instant, that they could sit alone at the wheel of a Grand Prix racer. It's a very special sort of dream, to face the ultimate challenge of nerves and endurance.

Few man can sit at that wheel and face such danger, and fewer still can be triumphant. If you've ever wondered how you would meet the challenge, then *SPEED CIRCUIT* is the game for you.

Now you can design your own Grand Prix racer, the way you think it should be done. You want it to start like a cannon? Make it start like a cannon. Acceleration, deceleration, maximum speed, the all-important ability to sustain wear—these are all up to you, as you put together your ideal racer. Improve your dream car with better breaking, refine it with a higher speed. Fiddle with it until you're happy, and then . . .

"Drivers, start your engines!" The time for dreaming is at an end—now's the time for action! This is the first race of the international *SPEED CIRCUIT*, three championship races run on three of the toughest courses in the world—Monza, Monaco, and Watkins Glen.

The flag goes down, and the race is on. Every move you make from now on will be crucial. No room here for a single mistake, and not much time for making decisions—just ten seconds are allowed for each driver's move. And each driver plans his strategy simultaneously, so you really don't know what your opponents are planning until—too late. It's up to you to be that one step ahead to insure victory. It's all up to YOU!

EACH GAME INCLUDES:
Full color four-section mapboard showing three championship courses—Monza, Monaco and Watkins Glen • Complete Rules & Instructions • 6 racing cars • Performance Charts, Speed Logs & Driver Specifications Charts • One die

In *SPEED CIRCUIT* you've got to know the course as well as your own car. When to speed up for the straightaways, when to slow down for the curves, how to get ahead of your opponents—these are all up to you, and mistakes can be costly. A poorly planned entry into a curve could easily produce a dangerous spinout, and truly reckless driving could cause collisions or even a crash that puts you out of the race for good.

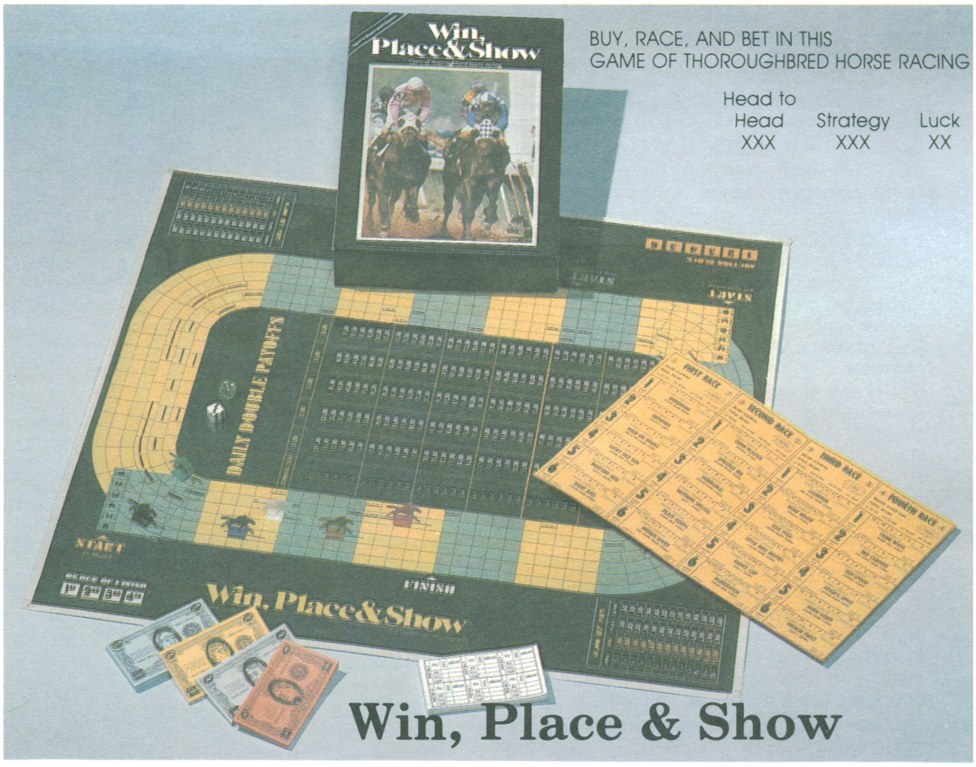
Since each player designs his own racer, every car will be different from the others, and this is important, too—your tactics will depend on your opponents capabilities. Some cars are faster, some are just a little easier to handle. And since in *SPEED CIRCUIT* there are no dice or spinners to determine movement, victory will be decided upon skill along.

Play it too safe and you lose. Take too many chances, and you may burn out your engine (or your brakes), or smack your car right into a wall. If you've got what it takes, then your dream might come true.

SPEED CIRCUIT is a game for 2-6 players ages 12 & up, played on individual maps of three world-famous courses—Monza, Monaco and Watkins Glen.

Solitaire	Head to Head	Strategy	Luck	Statistical Realism
	XXX	XXX	X	

WIN, PLACE & SHOW



The winner's circle! There's only room for one champion horse . . . one expert jockey . . . and one smart owner who knows good horses and how to buy them. *WIN, PLACE & SHOW* gives YOU the chance to make it to the winner's circle.

A six-race card! Before each race there is an auction. With your initial stake of $50,000 you bid against the other players, hoping to land the horse of your choice. As the purses increase the bidding gets more frantic. Yet you can't afford to squander your money at the auctions; you'll need it as bettor in the stands.

The auction is over. You've got your horse. Odds-on favorite or long shot, he's yours to ride. Now, you're the jockey riding to win! The race is on. From starting gate to finish line, every split-second decision a jockey faces is yours. When to hug the rail, or move to the outside; when to hold back, and the decisive moment to sprint for the finish!

But there's more to this game than being owner and rider. Before each race, everyone picks the three horses he thinks are most likely to *WIN, PLACE & SHOW*. You'll be looking over each contender. Carefully noting his speed, endurance, and chances of beating the posted odds. And you'll also check to see if the jockey is a crafty veteran or an enthusiastic apprentice (each have special advantages). Then, after picking probable winners, you'll have to decide who to bet on. In *WIN, PLACE & SHOW*, money is the object; having the most of it after six races wins you the game. So it's quite likely that for reasons of strategy you'll bet on a horse other than your own—and still go all out with your mount for a share of the purse!

It's all great fun, with tension and excitement every step of the way. So make your choices, and ride to glory (or any empty wallet). *WIN, PLACE & SHOW* is a game for 3 to 6 players ages 12 and up (any number can play the special Party and Fund-raising versions). Each race lasts 15-20 minutes; the full six-race program up to 1½ hours.

GAME INCLUDES: • Giant 22" × 24" race track • 6 horses • Payoff & Odds Charts • Betting Slips • Play Money • Dice • Rules Folder • Official Programs listing entries, purses, course lengths, posted odds.

GAME FEATURES: Daily Double; secret betting and auction bids; 36 individual racehorses, rated for speed, endurance, and ability on fast and slow tracks; special rules for veteran and apprentice jockeys; exciting Party and Fund-Raising versions!

STATIS PRO BASKETBALL

The most realistic professional Basketball game on the market . . . the game that set the standard for all to follow . . . the game whose "Fast Action" system is copied by many others . . . NOW AVAILABLE in boxed version for the first time.

Sold strictly by mail order for many years, *PRO BASKETBALL* now comes to you in this bright new retail package featuring mounted playing board, Fast Action Cards in color, and Player Cards representing every player of every PRO team, each one ready to perform for you just the same way he did in the regular season. But with one difference! This time, YOU are the coach.

You pick the starting lineups, send in substitutes, and call the fast break and full court press. YOU call the slow down . . . YOU take out players to rest for the final period . . . in short, YOU make all the decisions—its not done for you through a myriad of charts and tables.

Every player is statistically rated to display his real abilities in each of the following categories: field goal shooting, free-throw shooting, rebounding, fouls, foul-drawing, blocking shots, stealing the ball, assists, defense, and stamina.

Luck is a factor in every basketball game, and PRO Basketball represents the effects of chance with a unique system of "Fast Action" Cards that keep the game moving fast while at the same time allowing everything that takes place in a real game to occur in the boxed version.

Ideal for Solitaire Play

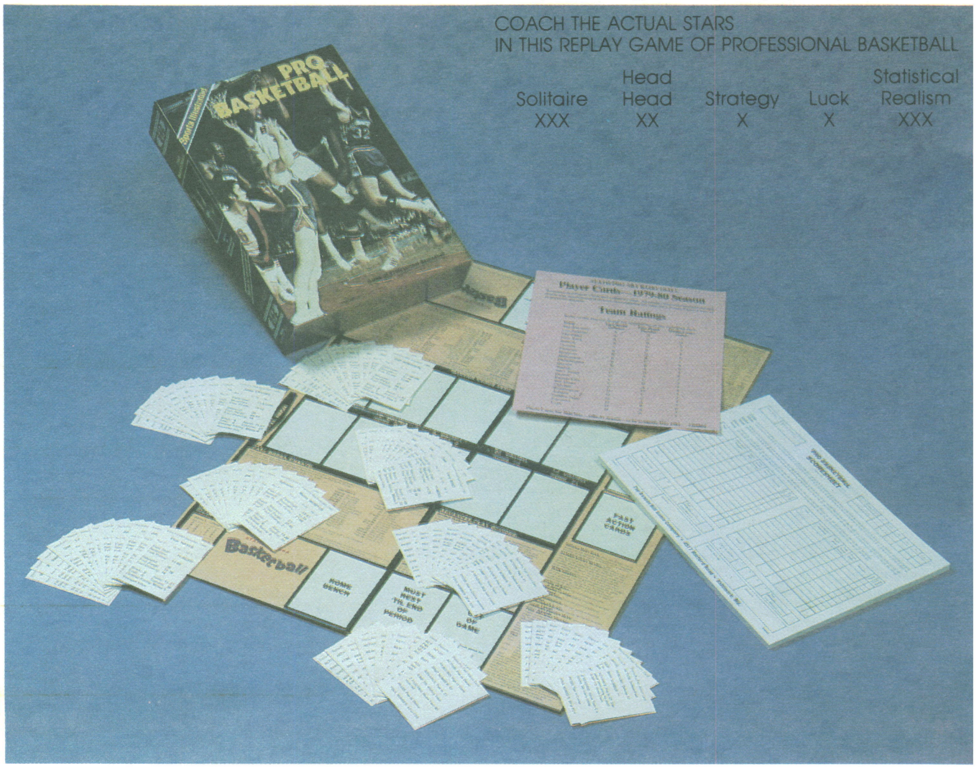
PRO BASKETBALL was designed specifically with the solitaire gamer in mind. The fast play of the game and the accurate depiction of real players' abilities ensures that you can have just as exciting a game by yourself as with a live opponent.

But . . . it's also a great game for you and your friends, with each player taking one of the great PRO BASKETBALL teams or their favorites in an all-star team. Even form your own leagues with actual players and teams!

Playing time for *PRO BASKETBALL* is quick . . . once you get familiar with the game you can easily play in less than an hour, and it's so much fun that you'll probably find yourself playing two, three, or more games in a single evening.

The Game contains: rules folder, mounted playing board containing reference charts and tables, deck of fast action cards printed in four colors. Player cards of each player of every PRO team (plus a chart listing fringe players), and scorepad.

Latest Statistics: Player Cards are updated each and every year, and available separately by mail-order purchase (see Parts List). Your game is never outdated, and you don't have to purchase a complete new game each year—simply order new Player Cards (please specify "year").



KEY: XXX means outstanding XX moderate
X marginal

FOOTBALL STRATEGY

Sixteen years before becoming a Sports Illustrated Game, the magazine had this to say: "The best football game ever invented is Football Strategy, an honest-to-Pete challenge to the man who knows he would have been a great pro quarterback if only he had had the chance."*

**Sports Illustrated Magazine, December 11, 1961*

Now in its 12th printing, Sports Illustrated is proud to add *FOOTBALL STRATEGY* to its very own line of realistic table-top sports games. "It's the next best thing to being out on the gridiron itself," say many ex-pros who now content themselves recapturing *former heroics* over the game of *FOOTBALL STRATEGY.*

An advertising executive said, "When you can get top-notch ad men to pass up expense account luncheons to play *FOOTBALL STRATEGY,* you have a real attraction going for you." Another eulogized, "As ex-college players, we have been attracted by many good football games in the past years, but none have approached the realism and excitement of *FOOTBALL STRATEGY.*"

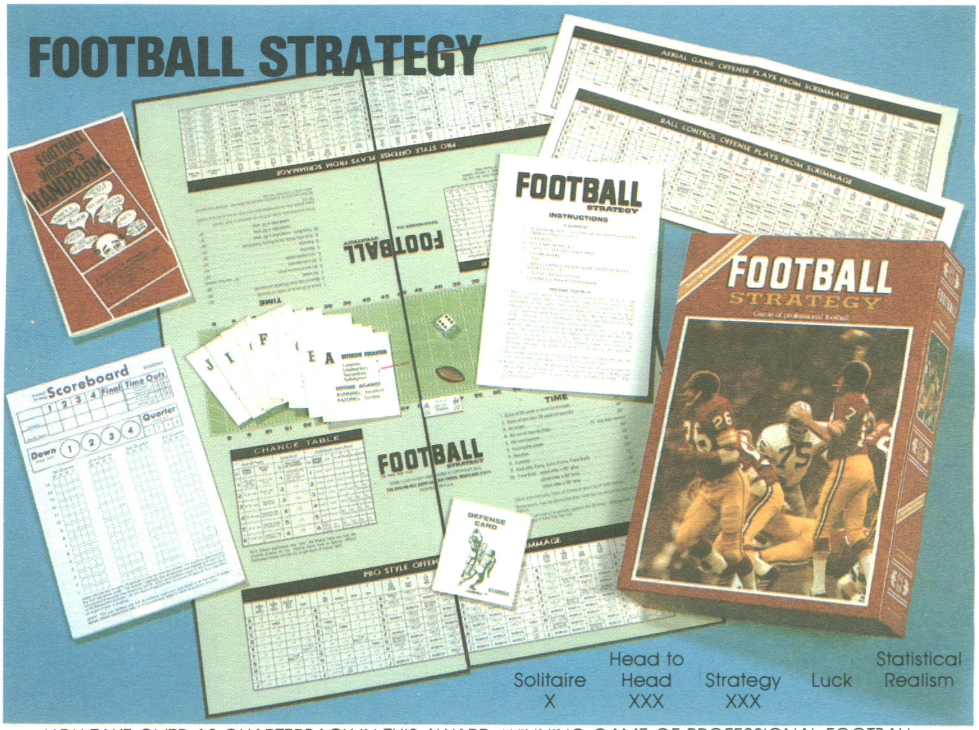
FOOTBALL STRATEGY . . . the most imitated game on the market, spawning a variety of computer-type versions costing three times as much!

TWO great games in one package!

GAME 1 includes:
Gridiron • 10-Yard Marker • Pro-Style Offense Play Charts • Two Sets Defense Cards • Football • Rules • Scoreboard • "Football Widow's" Handbook

GAME 2 includes: • Additional Sets of Play Charts

FOOTBALL STRATEGY exclusive:
"Football Widow's" Handbook . . . a manual for the wife whose husband stays glued to TV football days on end. Tells her what football is all about in simple language, and how she can share in her husband's preoccupation. (Handy purse size allows her to sneak it into an actual game.) Enlightening for women; educational for budding football stars or any family member.



YOU TAKE OVER AS QUARTERBACK IN THIS AWARD- WINNING GAME OF PROFESSIONAL FOOTBALL

GAME 1 . . . fast-paced game where participants attempt to outguess each other calling Offense Plays and Defensive Formations best suited to the situation. For example: let's assume the situation of "3rd and 2." The defensive player figures his opponent for a running play, say "Power-off-Tackle" and calls a "6-2-3" (Defense Formation C). This produces a 2-yard loss. But suppose his opponent passed instead. Defense C used against "Pop Pass", for instance, nets a 9-yard gain . . . just one example why proponents of *FOOTBALL STRATEGY,* who have played GAME 1 since 1960, call it "truly a thinking man's game."

GAME 2 . . . same as Game 1 with additional sets of Play Charts. Here, players may pick from a variety of offenses running the gamut between Lombardi style to the wide open passing game of the legendary Johnny Unitas.

BASEBALL STRATEGY

BASEBALL STRATEGY . . . the game that created a whole genre of baseball board games. Not a computer freak! Not a children's game! Nor is it a complex game that bogs down in a sea of statistics. *BASEBALL STRATEGY* . . . an all-skill game where decisions are made by the participants, not by the roll of the dice. In fact, there aren't any spinners, chance cards, or random luck elements whatsoever other than that prevalent in the real-life game itself YOUR decisions alone determine every play.

Are You Really Serious About Baseball?
. . . if not, stop here. Frankly, if you're not interested in what baseball is all about, this game is not for you. On the other hand, if you have visions of becoming a ballplayer, or a manager, or you're just plain nuts about baseball, this is a game you can't pass up.

Each 25-player team is patterned along major league lines. As manager, YOU decide where they will play, how they will hit, when to substitute. As catcher, you call every pitch. As hitter, you try to outguess the catcher. As "frantic Frank of the front office" you make player deals; send fading stars to the minors; bring up the rookies . . . all things are possible in this strategy game designed along identical lines to companion game, *FOOTBALL STRATEGY.*

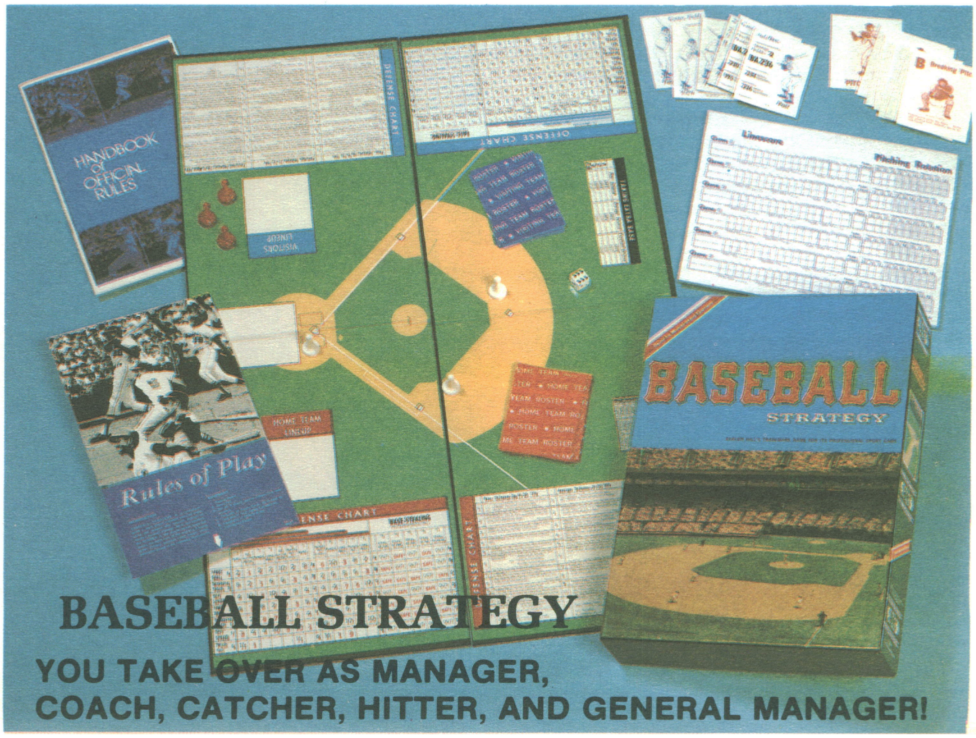
TWO GREAT GAMES IN ONE PACKAGE . . .
GAME 1 . . . hitter vs catcher—the game of think and double-think, strategy and counter-strategy. Contains: Playing Field with At Bat & Fielding Matrix • Two Sets Pitch Cards • Two Sets Team Roster Cards • Baserunners • Instruction Folder • Scorebook • Handbook of Official Baseball Rules.

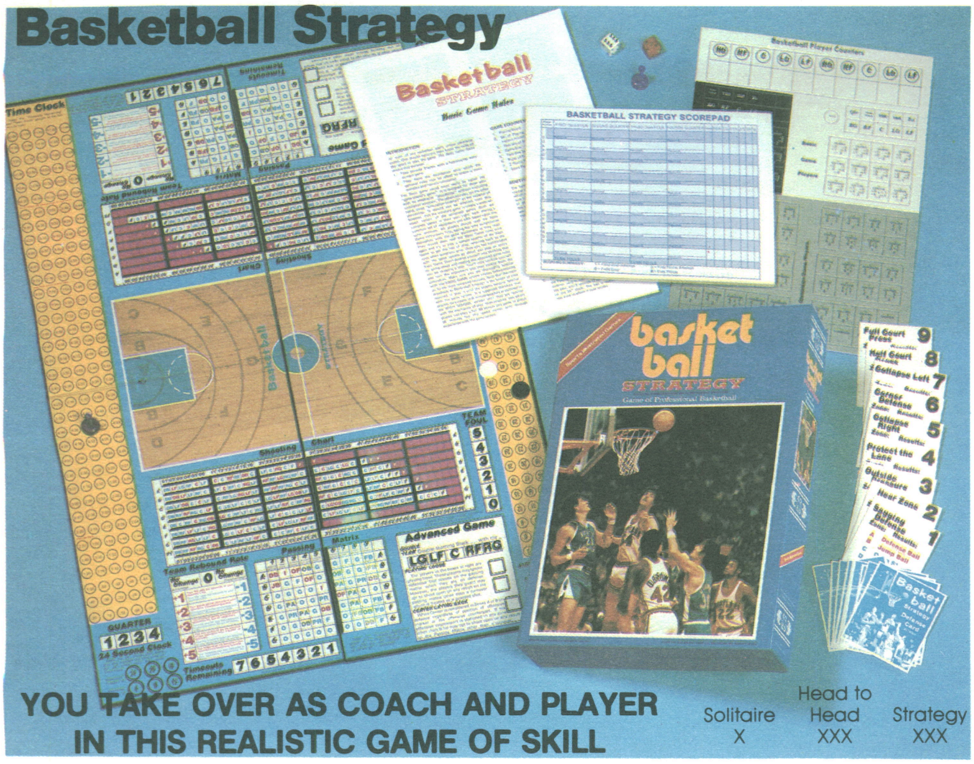
Fast-paced game where participants attempt to out-guess each other calling for strategy best geared for the situation. Catcher signals for the pitch, secretly, as in real life. Batter announces his swing. Swing is cross-indexed against the pitch on the strategy matrix table to get the result. For example: let's assume the team at bat needs a couple of quick runs and their power hitter is up. The catcher figures his opponent for the "long ball" and signals for an "offspeed" pitch; a harmless fly ball results. Suppose, instead, the batter went for "place hit." Against "offspeed," the result is a basehit. But if the opposing manager had the foresight to insert his best defensive players, advancing baserunners would be held at 3rd instead of scoring as would happen against an "average" defensive set up . . . just one example of why proponents of *BASEBALL STRATEGY* who have played GAME 1 since 1960 call it, "truly a thinking man's game."

GAME 2 . . . an extension of the realism of GAME 1. Here, participants may conduct league play; emulate front-office action, even incorporate real major league players.

BASEBALL STRATEGY EXCLUSIVE
THE HANDBOOK OF OFFICIAL RULES: You also get a compendium of official rules to the great American pastime; from Little Leagues right on up through major league. Helps you second-guess even the umpires; tells you why managers make the decisions they do. Enlightening for every member of the family; educational for budding young baseball stars.

Solitaire	Head to Head	Strategy	Luck	Statistical Realism
X	XXX	XXX		





BASKETBALL STRATEGY

Not a computer freak which plays itself, or a child's game based on luck or trick mechanisms, or a complex game that bogs down in a sea of statistics, *BASKETBALL STRATEGY* is an easily played board game with the outcome determined by skillful decisions of the participants—not a set of random actions dictated by a throw of the dice.

If You Don't Care What Basketball is All About
. . . this game is not for you. On the other hand, if you have visions of becoming a ballplayer, or a coach, or you just want to relive the glory days of your past or the games of an earlier day, this is a game you can't pass up.
Each twelve player team is patterned along professional lines with imposing centers, versatile forwards, and ballhandling guards. You decide whether to play your center close in or bring him out to the high post to lure the opposition's big man away from the boards. You decide whether to doubleteam that hot superstar on the opposing side, or to play loose when in foul trouble. You make the decisions which will result in scoring opportunities ranging from lay-ups to turnovers. You decide how to best defense the opposition and concentrate on keeping the ball from their best shooters. You'll find all this and much more in *BASKETBALL STRATEGY*; providing you with a lifetime of pleasure for just the price of a playoff ticket.
AS COACH, you pick the lineups, set up the plays, call for the full court press, decide where and how to position your players, and call time-outs for vital substitutions. AS PLAYER, you determine who to pass to, when to shoot, and where to shoot from.

FOUR GREAT GAMES IN ONE PACKAGE
BASIC GAME—the ultimate in playability in a realistic basketball game—designed to get players quickly into play of the game.

ADVANCED GAME—adds to the strategy choices of the Basic Game the matters of shot blocking, doubleteaming, and playing loose for additional realism and complexity.

TOURNAMENT GAME—a myriad of optional rules to be added to the framework of the earlier versions allowing for: pick & roll plays, injuries, individual guarding assignments, random fouls, and rules for various versions of the game such as highschool, college, PRO and solitaire.

CAMPAIGN GAME—the utlimate in realism and enjoyment; organizing play into a league structure and making provisions for superstars, trades, retirements, and the drafting of new players.

Think and doublethink; strategy and counter-strategy—that's what *BASKETBALL STRATEGY* is all about.

BASKETBALL STRATEGY EXCLUSIVE
Only in this game do you get Avalon Hill's award-winning matrix concept tailored to the Passing & Shooting Charts printed on the Playing Board. You also get dozens of Individually Rated Players • Two sets of Defense Cards • Scorepad • Two Dice • Score & Timekeeping Markers • Rulebook for all four game versions.

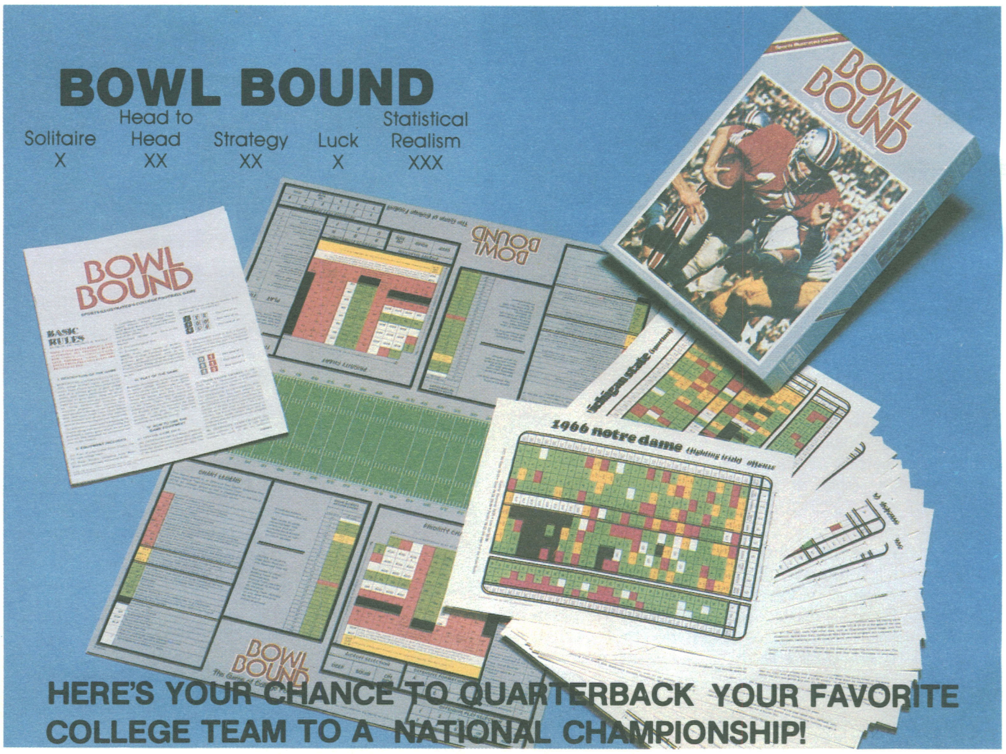
BOWL BOUND

Sports Illustrated Magazine has "scouted" the top college football teams from out of the past. The actual play-by-plays of their games have been computer-analyzed and converted into easy-to-use Play/Action Charts. They make the play of this game fast . . . exciting . . . and true-to-life. However, YOUR decisions make the difference between winning and losing.
Here are just some of the 32 teams included:
1966 ALABAMA Crimson Tide: Going 11-0 including a Sugar Bowl win, the Kenny Stabler led team was considered by coach Bear Bryant his best team ever.
1966 MICHIGAN STATE Spartans: winner of national title awards, coach Duffy Daugherty's '66 team tied Notre Dame in the historic 10-10 "game of the decade."
1970 NEBRASKA Cornhuskers: after the bowl games, #1 in the nation as the only undefeatd team.
1966 NOTRE DAME Fighting Irish: coach Ara Parseghian's "baby bombers" of sophomores led by QB Terry Hanratty, bombarded 9 opponents by frightful scores on its way to sharing #1 with Michigan State.
1968 OHIO STATE Buckeyes: one of coach Woody Hayes' "best young teams", this Rex Kern led club roared to a Rose Bowl win and #1 ranking.
1969 PENN STATE Nittany Lions: undefeated for the 2nd year in a row, the nation's 2nd ranked team's defense scored or set up more points than it gave up.
1969 TEXAS Longhorns: undefeated and untied through 11 games, they were unanimous choice for #1.

How to play *BOWL BOUND:*
Color-coded team charts have been prepared for each of the 32 great college teams. Each team's real-life performances were analyzed by mathematical statistics and computer programs, and the results encoded on both the Offense and Defense Team Chart for each club. The depth of this analysis has been so great that we are confident you will find this game unrivaled for excitement and true-to-life results! However, because all 32 are nearly even in over-all ability, it is YOU, as coach, whose play choices make the difference. Offense and defense players simultaneously select a play and formation from respective Team Charts. The choices are revealed and special game dice determine result of the play, biased in favor of the respective team's real-life strong points. But, it is YOU who decides when to run . . . pass . . . blitz . . . all the options a real coach has at his command.

The Game Includes:
32 color-coded offense, defense, and special team charts, with Sports Illustrated's scouting reports on each squad • Scorepad to keep time according to how long its real-life play would take • mounted playing board with gridiron and special play charts • set of 5 special "numbered" dice • plastic football and ten-yard marker • rules folder. For 2 to 4 players—ages 12 & up. Playing time 1½ to 2 hours.
ADDITIONAL TEAMS (see parts list).
—many more, in fact—available as "Team Set II" direct by mail from The Avalon Hill Game Company

KEY: XXX means outstanding XX moderate
X marginal Not applicable otherwise



PAYDIRT!

YOUR CHANCE TO QUARTERBACK THE PRO TEAMS

Solitaire	Head to Head	Strategy	Luck	Statistical Realism
X	XX	XX	X	XXX

A. TEAM CHARTS. 26 big Play/Action charts (one for each team) give you formations and play results for both offense and defense . . . based on a complete computer analysis of every play called by each team during a full pro season. Color-coded for easy reference.

B. THE FIELD. A colorful 11" x 22" board complete with playing field, scoreboard and "clock," game football, yards-to-go marker, line of scrimmage indicator, 2 play selection pawns and 5 special game dice.

C. RULES BOOK. Clear, step-by-step information on setting up the game . . . how to use game equipment and materials . . . and actual play.

D. SPECIAL TEAM CHARTS. Kickoffs, punt returns, field goals and other Special Team situations are provided for each team in separate charts for easy reference.

E. PLAY DIAGRAMS AND EXPLANATIONS. Diagrams and descriptions of the basic pro offensive and defensive formations used in the game. Edited by Weeb Ewbank, all-time great coach of the Super Bowl-winning New York Jets, and the Baltimore Colts.

What's the call? You're up against the quick, smart *Dallas front four. Two minutes to go in the game.* You trail 17-16, but have a drive going . . . down to their 44. It's 3rd and 8. A field-goal could win it, but your kicker is erratic from outside the 40.

What's the call? A trap up the middle for better field position? An end sweep? A medium pass? (What if they come with the blitz? They could nail you for a big loss and it's goodbye, field-goal!) Maybe the screen or a short pass would go. Or maybe now's the time to gamble everything . . . and throw the Bomb!

Only one thing IS certain, now's the time to get hold of the Sports Illustrated Pro Football Game, *PAYDIRT!*—set up the situation—and find out!

You be the quarterback!

To Create *PAYDIRT!* we've scouted all 28 pro teams. We've determined their strengths and weaknesses on offense, defense, and special teams. And we've converted all this information into simple-to-use Play/Action Charts that put you right down on the playing field at the Los Angeles Coliseum . . . at RFK Stadium in Washington . . . at Three Rivers Stadium in Pittsburgh . . . up in the "thin air" at Mile High Stadium, Denver . . . in the Ice Box at Minnesota's Metropolitan Stadium . . . or in the sun at the Orange Bowl in Miami . . . all around the league . . . as quarterback of your favorite pro teams! These charts are your tickets to action. With them you can call all the shots—on offense and defense —for every pro squad. You can replay the complete pro season, playoffs, Super Bowl . . . until your team wins it all!

How You Play!

The game mechanics are simple in execution, yet subtle in strategy. On defense, you secretly select a defensive formation you think is best geared to stop the upcoming play. On offense, you call the play designed to outfox your defensive opponent. Calls by both players are cross-indexed on the Team Charts. The final result of the play is then determined by a roll of the special numbered dice (as opposed to traditional spotted dice) which adds that bit of uncertainty inherent in any pro game. Neat, eh? Current owners think so. That's why it is the best selling of all the SI football games.

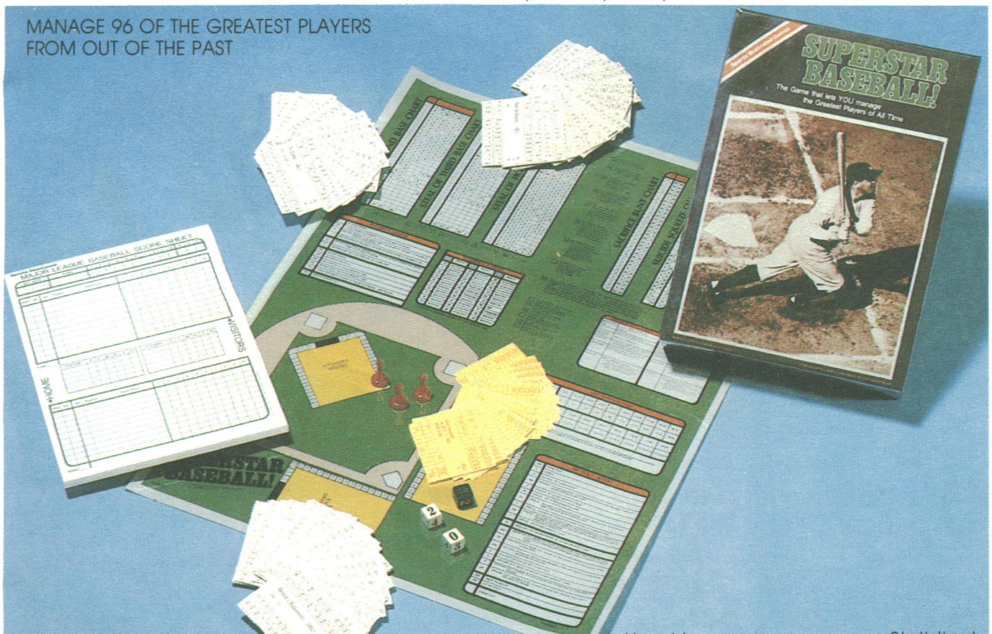
Updated Team Charts

Teams Charts of the most recent seasons are available on a direct-mail basis only. That way, your *PAYDIRT!* game is never out of date. You don't have to purchase a new game every year—just order the most recent season's Team Charts of your choice. Be sure to specify "year". Consult Parts List for available seasons.

SUPERSTAR BASEBALL

SUPERSTAR BASEBALL is an exciting game of baseball strategy and tactics keyed to the actual performance records of the game's greatest players. Sports Illustrated Magazine has compiled the actual pitching, hitting, running, and fielding statistics on 96 of the game's early superstars. These records have been computer analyzed and converted into easy-to-use Play-Action cards—one for each star. These cards are your tickets to baseball action! They put you right down on the dugout and steps at Yankee Stadium, in the summertime heat of Busch Stadium, at the old Polo Grounds in New York, in cozy Fenway Park, in Dodger Stadium, all around the major leagues.

IN *SUPERSTAR BASEBALL* you are the Manager! You choose the lineup! You call all the shots! Play a full nine innings of exciting baseball in just 30 minutes! Pick your team • set your lineup and batting order • bunt • hit away • steal • intentionally walk • go to your bullpen • pinch hit!



Solitaire	Head to Head	Strategy	Luck	Statistical Realism

Here for the first time are fantastic possibilities to play dream baseball! Match the greatest American League stars against the greatest National Leaguers. Play the high average hitters against the sluggers; the strikeout fastballers against the control artists. See what happens when the best of the Yankees are put up against all the rest!

Imagine! You can be there when Carl Hubbell pits his famous screwball (as he did in the 1934 All Star Game) against Foxx, Gehrig, Simmons, Ruth and Cronin—trying to strike out five of the game's greatest hitters in succession! Play a sluggers series with Aaron in the lineup agiganst Ruth and find out who the real Home Run King turns out to be! See what kind of a victory record Warren Spahn or Robin Roberts would have had if they had played with championship teams. Play an all-star game or a world series • start leagues with your family and friends • even set up schedules and play a full season! You name it. *SUPERSTAR BASEBALL* has it all!

SUPERSTAR BASEBALL includes: 96 Individual Player Batting Performance Cards (Set I); 32 Individual Player pitching performance cards; Playing Board; 3 special game dice; baserunners scorepad; complete rules folder.

SUPERSTAR BASEBALL—an exciting, fast-moving game for one or two people—or play partners with four or six. Recommended for ages 12 and up. Quality guaranteed by Sports Illustrated . . . America's number one sports magazine.

Brand New

Set II—Superstars of Today! An additional set of 48 . . . a mixture of still-active greats and those just reaching stardom, many destined for the Hall of Fame. Players such as Reggie Jackson, Johnny Bench, Rod Carew, Jim Rice, Pete Rose, Jim Palmer, Carl Yastremski, Sparky Lyle, et al—yours to pit against the greats of yesteryear. Available MAIL ORDER ONLY.

STATIS-PRO BASEBALL

You get over 700 players

Not even Steinbrenner can own that many players. Buy YOU can! *STATIS-PRO BASEBALL* comes with "stat cards" representing every player of every big league team that performed regularly in the previous season. That's more than 700 individual cards!

Statistically accurate in hitting, pitching, fielding! Each Player Card—whether the mightiest superstar or a little-used reserve—contains information depicting on-the-field performances in every department. A feat not possible before the advent of the microprocessor, Avalon Hill has computer-analyzed season-long statistics for each player's hitting, fielding, pitching, base-stealing, bunting, game-winning hits, even stamina . . . converting it all to "FAST ACTION" results. It's our guarantee that each player should perform in this game just as he does in real life!

Your game never out of date . . .

"What happens next year . . . won't my Player Cards be obsolete?" you might ask.

Yes, they will be! That's why we print new, updated Player Cards each and every year. They're available each Spring at just a fraction of the cost of a new game, and keep your game current for a lifetime of pleasure.

There are no dice. No chance cards. In fact, the game has no random luck elements that would take away from the strategy of the real thing. The heart of *STATIS-PRO BASEBALL* is in the "FAST ACTION" system. A patented, unique method of providing play-results in the same statistical frequency as occurs in real life!

"FAST ACTION" eliminates the need of dice while speeding up the play so that it approaches the same level of uncertainty and excitement of its real-life counterpart.

MANAGE THE ACTUAL PLAYERS IN THIS AUTHENTIC STRATEGY GAME

Solitaire	Head to Head	Strategy	Luck	Statistical Realism
XXX	XX	XX	X	XXX

Great game for solitaire replay

Because the game-system allows you to play against yourself, it's the perfect baseball game for solitaire play . . . the ideal way to prove if what we say is true.

And, for added fun and strategy, we suggest you play head-to-head against other baseball buffs. Here, your strategy as manager takes over and is often the difference between your "also-ran" and the real champ making it to the World Series. We guarantee you'll have a lot of fun trying.

Small wonder *STATIS-PRO BASEBALL* is called . . . *"the best simulation of baseball by any table-top board game."*

TITLE BOUT

With the vastly renewed popularity of championship boxing, what could be a better choice then *TITLE BOUT*, the Sports Illustrated game that puts you right in the ring with the greatest boxers of today and the past.

Open the sturdy game box, and inside you'll find a colorful mounted playing board and individual boxer cards for over *400* boxers in seven different weight classes, from the hard-hitting heavyweights right down to the feisty featherweights. Each fighter in *TITLE BOUT* is rated for his performance in over 25 different categories, such as killer instinct, knockout ability, endurance, defense and much more.

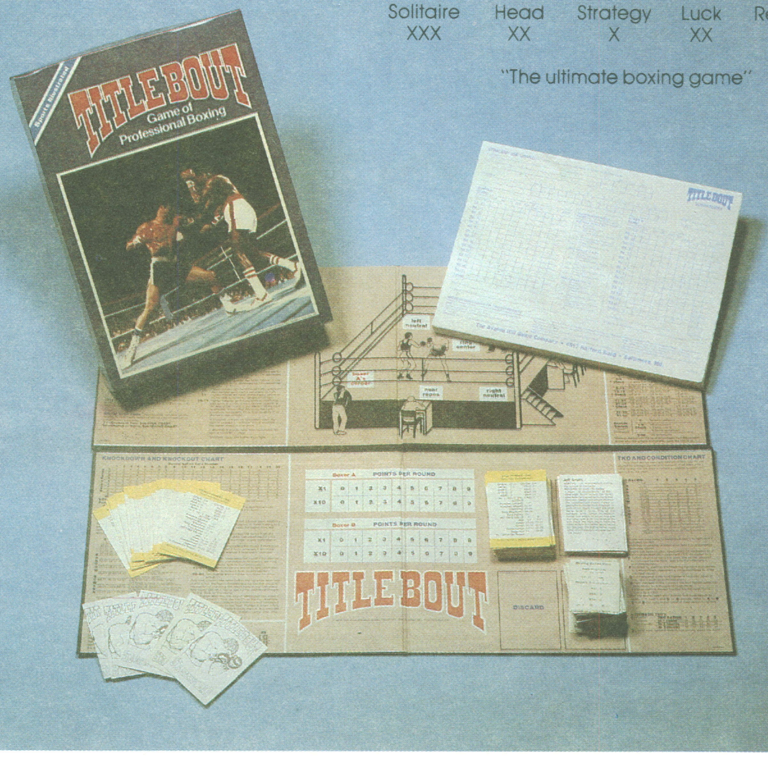
The basic rules to *TITLE BOUT*, while covering the entire range of possibilities in boxing, are quite simple, and can be learned in a matter of minutes. The unique structure of the game allows you to play the game solitaire and have just as exciting a match as if you were facing another player. Special optional rules allow for various strategies such as the cover-up, fighting inside, fighting outside, and going for the knockout. Different fighters can use these strategies with different frequencies, depending upon their historical use of them. There's also an option for ring position, which allows for the position of the fighters in the ring to affect the outcome of the bout.

Scoring in *TITLE BOUT* is done just like it is in real life, with "refs" that vote on each round according to the points that each of the fighters have scored. Different scoring systems are provided so you can have your fighters go by the rules of any of the major systems used in the world today.

TITLE BOUT is a great game for just playing, matching your favorite against your friend's. But it's also great to test history. What *would* have happened if Rocky Marciano had met John L. Sullivan? Or if "Gentlemen Jim" Corbett had been in the same ring with Muhammad Ali? In *TITLE BOUT* you can find out for yourself, as all of the great old-time fighters are here, along with the boxing stars of today. And since we are updating the modern boxers *every* year, you'll always be able to put in any *new* stars that appear over the years.

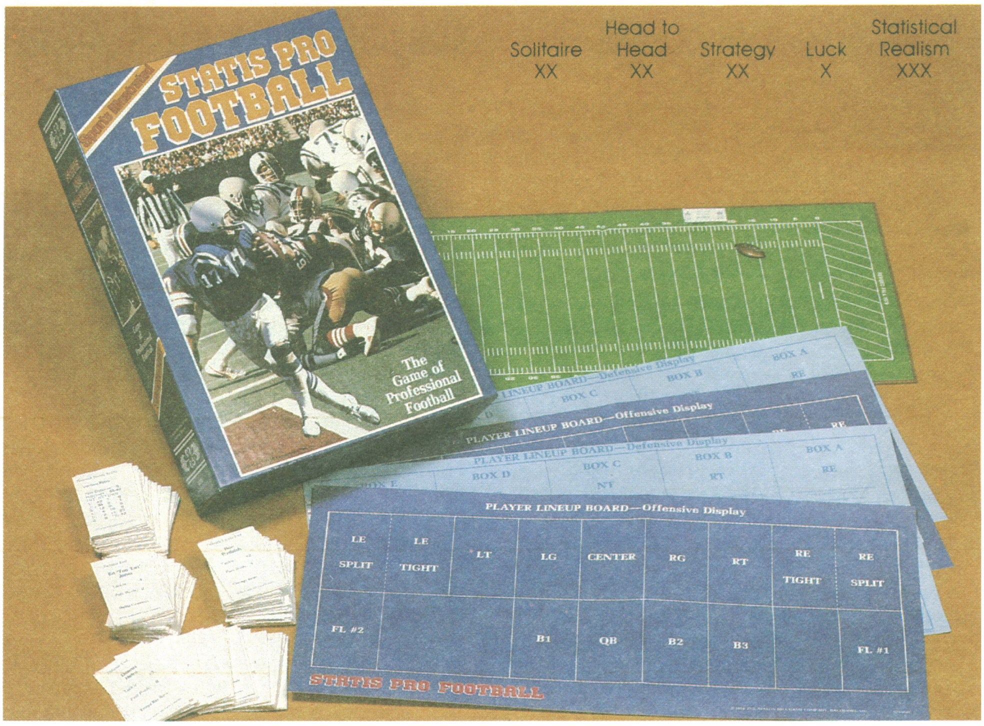
Solitaire	Head to Head	Strategy	Luck	Statistical Realism
XXX	XX	X	XX	XXX

"The ultimate boxing game"



KEY: XXX means outstanding XX moderate X marginal

STATIS-PRO FOOTBALL



Of all American sports, professional football is the one that requires the most precision-like teamwork from its players. A successful football team is no simple collection of star-studded quarterbacks and runners that easily leads their team to victory after victory through stunning individual skills. No—instead, it is a well-oiled machine that puts 11 superbly-trained athletes into action simultaneously—guards, tackles, center, ends, linebackers, safeties, kickers, punters, or what have you. Now, the most unique football game ever designed allows you to pit every single player from any of the 28 professional teams against similar squads from the opposition. It is up to YOU, as the coach, to assign your best blockers and tacklers to key areas of the line, your best pass defenders to guard the enemy's best receivers, and your most explosive offensive threats to places where they can do the most damage to the opposition. Every player who performed in the NFL last season (well over 1000 in all) has been scientifically evaluated in dozens of different statistical areas. Want a receiver on the field who is a crushing blocker even though he has "iron" hands? *STATIS-PRO FOOTBALL* allows you to make this choice.

Football is also a game of subtlety and strategy. *STATIS-PRO FOOTBALL* accurately reflects this scientific approach to the game. By no means is the game limited to a simple re-hash of the past season's statistical performances. On the contrary, as coach of your chosen squad, you must plan, call and direct the offense on every play, while on defense you must assign your players to various defenses, different modes of pass coverage, or surprise blitzes. Essentially, *STATIS-PRO FOOTBALL* is the be-all-and-end-all of tabletop football games. Certainly, it is the next best thing to being out at the stadium on a Sunday afternoon (maybe even better, since you can finally become a true Monday Morning Quarterback and make all the decisions that you thought were missed the day before).

Updated Player Cards

Don't worry about your *STATIS-PRO FOOTBALL* game becoming antiquated! Each year, Avalon Hill updates its player cards, issuing an entirely new set that is available for purchase separately without requiring the purchase of a new game.

PRO GOLF

Professional Golf's Top Money-Winners: here to re-create the most famous tournament of them all!

Have you ever wondered how the game of professional golf is really played . . . how the best golfers in the world plan and execute their play on each hole . . . who are the best players on the tour?

PRO GOLF is more than just a sports game! It is a scientific in-depth analysis of the contemporary sport of golf. Golfdom's top money-winners have all been computer-analyzed and evaluated in ten different areas of play based upon their actual performances.

Are you partial to a golfer who'll blast the ball off the tee like a powerhouse . . . or one who'll keep the ball on the fairway as consistently as the year's top money-winner? You'll get to "play" golfers superb with their irons; many who'll put the ball on the green in two at any range. Others will be deadly once near the green, be it with a pitch, chip, or even out of the sand.

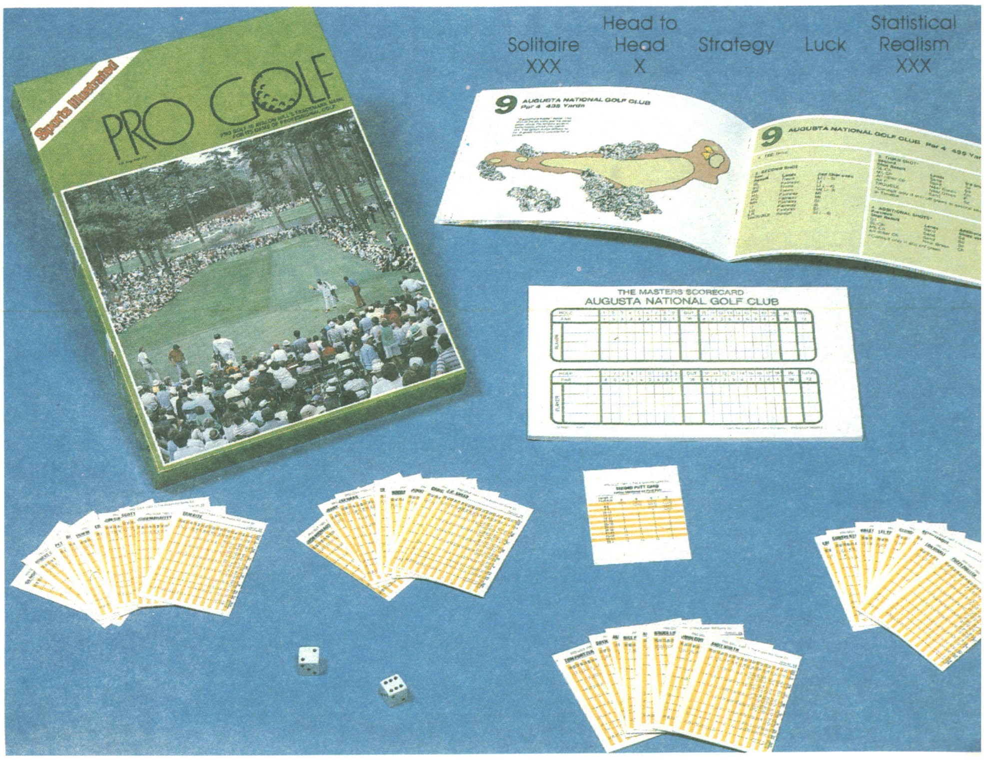
The fabulous putters are here . . . yours to "replay" in a realistic re-creation of the tense battle of nerves and skill that is professional golf.

PRO GOLF homes in on the Augusta National course—home of the famous Masters—the most prestigious tournament of them all!

Every hole at Augusta National is reproduced in absolute detail in the Course Book that is included in this package—in perfect scale; your guarantee that *PRO GOLF* is as authentic a re-creation of professional golf as is humanly possible.

PRO GOLF may be played either solitaire or by as many as 36 players at once. Like the real sport of golf, this simulation is not necessarily competitive in nature; instead, each golfer must play the course to the best of his ability while attempting to obtain the lowest possible score.

PRO GOLF plays extremely quickly. On each hole, the players simply roll two dice for every shot attempted by their golfers, resolving it by cross-referencing the location the ball occupies on the hole itself with the appropriate type of shot being attempted on the golfer's Player Card. The result will state precisely where this shot has landed and what will be required of the golfer on his ensuing shot. Of course, all sorts of unusual circumstances that may occur on the golf course are dealt with as well—such as water hazards, trees, bunkers, and adverse weather conditions.



GET INTO THE GAME SUBSCRIBE TO ALL-STAR REPLAY!

ALL-STAR REPLAY is the sports game magazine devoted exclusively to the play and discussion of Avalon Hill/Sports Illustrated sports games (*including* STATIS-PRO games). If you're the type who really likes to get *involved* in his game, then *ALL-STAR REPLAY* is a must for you!

Are you looking for the *best* strategy; one that will make you a sure-fire winner in your league or neighborhood? Do you want additional rules for your games, and maybe even new teams and players? Or maybe you just want to stay in touch with the rest of the Avalon Hill sports game world.

All of these questions, and many more besides, are answered in every issue of *ALL-STAR REPLAY.* Packed full of reader-oriented information on sports and sports games, *ASR* is the true forum for the dedicated sports game nut. And it's all *useful*—the only advertising we permit (apart from our own new game and chart announcements) is the FREE advertising we allow our readers, where they seek opponents, sell games and parts, and so forth.

In each colorful 36-page issue of *ALL-STAR REPLAY* you'll find numerous articles covering every facet of our sports games. Our genial editor and expert staff, knowledgeable readers (including *you*—we welcome article submissions from interested subscribers) and even the game designers themselves provide valuable insights into the games, with actual histories, game strategies, and design analyses often being accompanied by special rules—and sometimes even new teams and charts! Recent issues have included new tracks for *SPEED CIRCUIT,* the 1957 Kentucky Derby, and even individual player cards for the 1977 World Series teams.

REPLAY GREAT CONTESTS IN SPORTING HISTORY

In addition to articles about playing AH/SI sports games, *ALL-STAR REPLAY* also features special articles about great confrontations in sporting history—and then gives *you* complete rules and information to replay those classic contests yourself! Extra player cards, maps of great Grand Prix courses, special new rules—they're all included right in the magazine—and you pay nothing extra!

WINNING ISN'T EVERYTHING—OR IS IT?

Well, it may not be *everything,* but it's certainly a lot more fun than losing. And with each big issue of *ALL-STAR REPLAY,* you'll find plenty of articles telling you how *you* can win

HEAD TO HEAD

ALL-STAR REPLAY not only tells you *how* to play sports games, it tells you *who* to play them with. Each issue includes a special section where readers advertise for opponents in their favorite games. And if you'd like to join a *league,* and test your skills over a full season, there's another whole section with news of leagues and their openings.

So when you subscribe, why not put an ad in HEAD TO HEAD, and find out how good you really are.

SPECIAL READER CONTESTS

Pit your playing expertise against the best brain teasers our devious puzzle staff can devise, and maybe you'll win a free game. Every issue has some sort of contest, and every contest has at least one winner.

ALL THIS AT A RIDICULOUSLY LOW SUBSCRIPTION RATE

For less than the gate price you pay for most tickets nowadays, you can have a *whole year* of *ALL-STAR REPLAY,* (see parts List under Misc.) You may discover that your subscription actually *saves* you money, because each issue of *ASR* includes a postage-paid coupon that eliminates the entire cost of postage when you order any of our more than 80 adult strategy games (including almost 20 fine sports games).

Leisure Time and Family Recreation

Regardless of your gaming interest, you can be assured Avalon Hill has a game on it. And of our four game lines, Leisure Time Games offer the most diversity and variety.

Many of these games have long, proven success records to back them up. *FACTS IN FIVE* is the best seller in all of our game lines. Similarly, *ACQUIRE, OUTDOOR SURVIVAL,* and *TWIXT* have been among AH's top ten all-time best sellers almost since their inception into the AH family of games. And these games are not the exception. They are the rule. We believe in the old saying, "the family that plays together, stays together."

Gaming is the cheapest entertainment in town these days. Buying a game isn't a one shot deal like a movie or a dinner. A game is just as good, if not better, the second time around. And the third. And the hundredth. Buying a game is like investing in enjoyment. Because your enjoyment does not diminish, a game retains its value.

The playing time listed for each game is an average playing time. In games where different numbers of players can play or where there is more than one version of the game, the playing time is an abstract quantity. Still it is given here as a rough guide for you, the consumer.

BLACK SPY **Playing Time—1 hour or less**

BLACK SPY is an intriguing card game for the whole family. The object is to be the player with the lowest score when one player goes out by getting 200 Points.

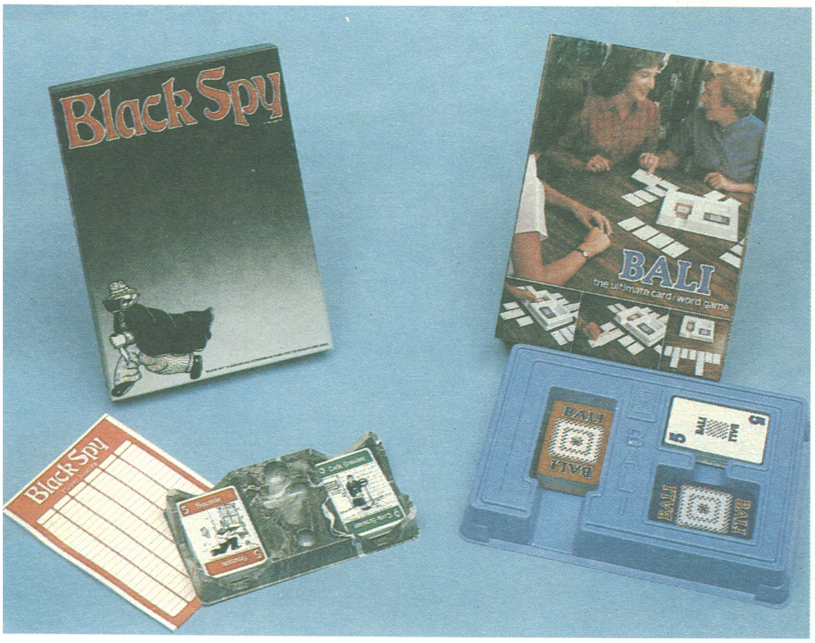
The *BLACK SPY* card deck is composed of five suits, instead of the regular four. Four of the suits have only one spy. But the black suit has six spys. Those are the guys you have to look out for.

The rest of the cards are other types of sneaky and shady characters; the Informer, the Interrogator, the Infiltrator, the Saboteur, the Assassin, the Agent, the Double Agent, the Code Breaker, the Deputy Director, and the Director. As with the spys, the black suited guys are the ones to look out for. All the others are on your side.

You never know what will happen when you lead a trick in *BLACK SPY*. It's not like regular card games where everyone just follows suit. You may find a spy in your midst. Or you may wind up taking the trick and leading again!

The rules to the game are less than one page. You can be playing the game within five minutes. Each game should last no more than an hour. Several variations are provided for those who want a little more strategy.

Game includes a scorepad, the card deck and instructions.



BALI **Playing Time—1 hour**

BALI isn't just another word game. It is the ultimate word game! It combines the intrigue and challenge of both card games and word games into one.

Playable by one, two, three, or four players. To begin the game, seven cards are dealt face up in front of each player in seven columns. Each card has a letter and the value of this letter on it. A player may form a word of three letters or more from any of these seven letters, building down from a column, scoring the total number of points on all the cards used in the word and then removing these cards from the table. The cards are then replaced by cards from the deck.

If a player cannot form a word, he may begin to spell a word by using two or more cards, hoping to draw the rest of the letters needed to complete the word on a later turn. A player can also leave a completed word on the table in the hope of adding to it on a later turn. Once a word is scored and removed from the table, those cards cannot be brought back into play. In addition, players cannot look at these cards to determine what letters have been played and what letters remain in the deck.

In the two, three, and four player versions, players may build words using the cards and columns in front of any player. Players can thus steal cards from others and disrupt another player's hand and strategy. Variations include bonus card and words.

Game includes 2 card decks (52 cards in each) and a rulebook.

RAIL BARON

Playing Time—3 hours and up

The train is chugging up the mountain, straining on the tracks, its steam pouring out into the sky. Rolling round the bend, the coal is shoveled in to feed the great furnace. Only in America could such a sight warm the heart. You can hear the whistle blow five hundred miles.

Now you can be a railroad mogul like Jay Gould or Cornelius Vanderbilt and build a railroad empire. *RAIL BARON*, a game for three to six players, gives you the chance.

The gameboard is a map of the United States and its rail network. There are twenty-eight rail lines in all, including the Baltimore & Ohio, Atlantic Coast Line, Burlington, Sante Fe, Southern Pacific, Union Pacific, and Great Northern. The lines connect the major cities on the map.

Each player begins with a home city, $20,000 and a train. You make money by taking trips from one city to another, the longer the trip the more money. But during the trip you must pay the bank for each rail line you use along the way. After awhile though, you have enough to buy your own rail line. Then when other players travel along your line, they pay you instead of the bank.

The object is to get to each new destination by the cheapest route. You pay for each rail line you use. It is cheaper to use the bank's rail lines or your own than to use an opponent's rail lines. So, you must build a network of rail lines that will allow you to get to each city or at least to each area.

You can buy an Express or Superchief to help get you to your destinations more quickly. But it is always good to have some cash on hand for unexpected expenses. If you don't have enough cash to pay a debt, you must sell your rail lines at a reduced rate. You can even go bankrupt. The winner will be the first player to collect $200,000.

Game includes a 33″ × 16″ mapboard, 28 Rail Line Title Cards, 6 tokens, 6 Express Train Cards, 6 Superchief Train Cards, 6 sets of colored chips, a Payoff Chart, 3 dice (two white and one red), a pack of money, and a rulebook.

ACQUIRE

Playing Time—2 hours

Rumors abound. Two great hotel chains are said to be planning a merger. You calculate the odds and decide to buy stock in one of the chains in the hope it will pay off if the merger occurs. The two hotels do merge and your gamble pays off as you collect a fortune in profits. You begin to build your own hotel chain. Ads for your hotels appear on the billboards with Sheraton, Hilton, and Marriott.

ACQUIRE is a game for two to six players that takes you into the world of hotels. Players must start hotel chains and then expand them by building more and more hotels around them. At the same time, players may buy stock in any active chains, even those begun by other players. The players with the most stock in a chain control that chain. They will then try to make a profit by merging this chain with other chains, because the major stockholders receive bonuses during mergers.

Luck will play its part, but the winner will be the player who has had the foresight to buy the right stock at the right time. It will be important to know how many shares of stock other players have though, so you will know when you have, or don't have, the majority of shares. You must spend your money carefully.

The game ends when all the chains have been merged into one giant one, or when several chains have all grown to a size where they cannot be merged with each other. The winner will be the person with the most money at the end of the game after all profits and bonuses for stockholders have been given out.

Game includes an 8″ × 11″ plastic gameboard, 108 plastic hotel tiles, 7 hotel chain tiles, 6 Information Cards, 175 shares of stock (25 in each of seven hotels), a pack of money, and a rulebook.

OUTDOOR SURVIVAL

Playing Time—1 hour

You are lost in the woods, far from home, with no food and no water. Can you survive?

OUTDOOR SURVIVAL brings the feel of the outdoors into your living room. It is a game for nature lovers and closet dwellers alike. For two, three, or four players. There are actually five basic games (called scenarios) within the game.

The first scenario is entitled "Lost". In this, players take the role of inexperienced woodsmen. The object is to get off the board (back to civilization) before thirst and starvation render you unable to do so, and you die.

Scenario two is "Survival". In this, players are experienced woodsmen with advanced knowledge of the wilderness. The object is to be the first player to cross the wilderness. Again though, the object will also be to survive the task.

"Search" is the third scenario. Players take the role of rescuers searching for a missing person in the wilderness. The winner will be the player who finds him first. The fourth scenario is "Rescue" in which the players must not only find the lost person (as in "Search"), but must also complete the rescue by returning him safely to civilization.

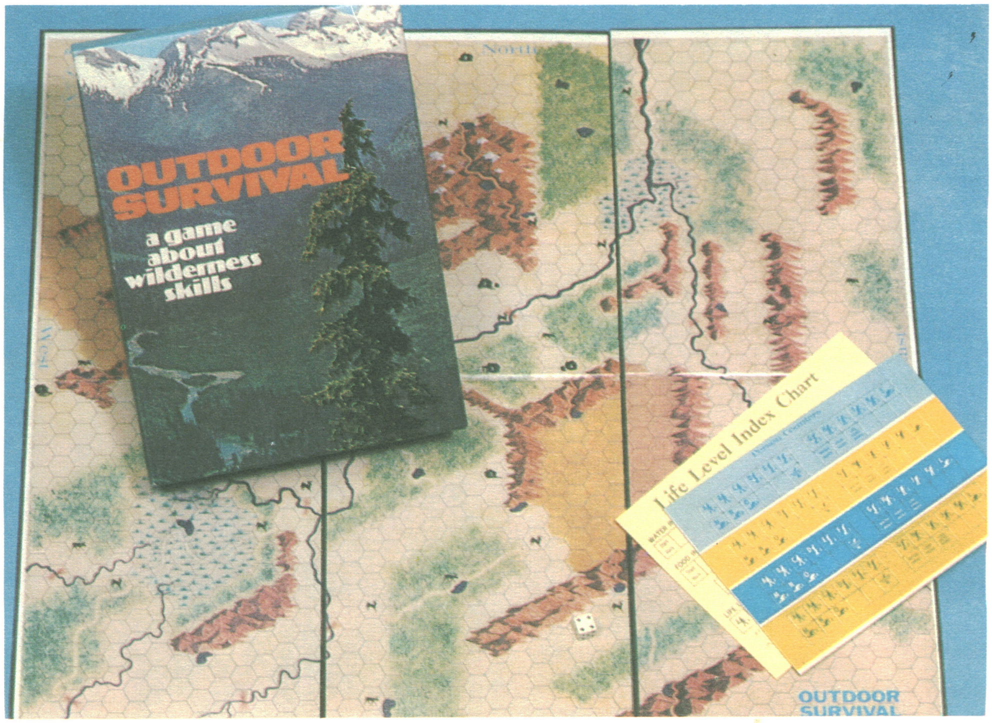
Scenario five is "Pursue". In this, one player becomes an escaped prisoner who must get out of the wilderness before being recaptured. The other player/s are the pursuers and they must capture the prisoner before he gets off the board to freedom.

Beyond these, the possibilities of the game are endless. It can be used to recreate almost any outdoor adventure. Players can design situations for hunting wild animals, searching for treasure, survival races, etc. The game then becomes more of a game system than just a game, limited only by the players own interests and desires.

A hexagonal grid is superimposed on the mapboard to facilitate movement. Players move around the map at the speed their current Life Level allows (Life Levels representing a player's energy and strength levels). The higher a player's current Life Level is, the faster he can move. A player's Life Level increases when he consumes water and food and decreases as he does without these essentials. If a player's Life Level drops to a crucial level, he will no longer be able to move, and several turns later, he will succumb. If a player reaches a water and food source, he can revive himself and renew his energy by regaining his highest Life Level.

The mapboard contains various types of terrain, including woods, desert, swamps, mountains, rivers, and catch basins. The speed which a player can Move through different areas depends on the terrain as well as the player's Life Level as a player can move much more quickly through clear terrain than through woods or swamps. Woods and catch basins are sources of water. Food sources are shown on the maps by wild animal symbols and they represent meat and plant life. Cabins are located at various places around the map and these can be both water and food sources.

Game includes a 22″ × 24″ mapboard, almost 100 counters, a Movement Chart, 4 Life Level Index Charts, 5 Scenario Cards, 1 die, a quickie rules sheet, a Survival Manual, and a rulebook.



HEXAGONY

Playing Time—1 hour

The agony of *HEXAGONY:* a game so simple to play, but impossible to master. But beware . . . *HEXAGONY* may become an obsession.

Equally good for two, three, four, five, or six players, *HEXAGONY* is a game of strategy and conquest based on oriental concepts. It is the Tao of war. (Tao, pronounced dow, means "way".) To find the Tao of a river, one would seek the lowest ground that leads eventually to the sea.

The Tao of war is the path that leads, by the most economical means, to victory. He who leads his army to victory understands the Tao. He who leads his army to defeat has failed to understand the Tao. *HEXAGONY* gives you the chance to succeed or fail in this understanding.

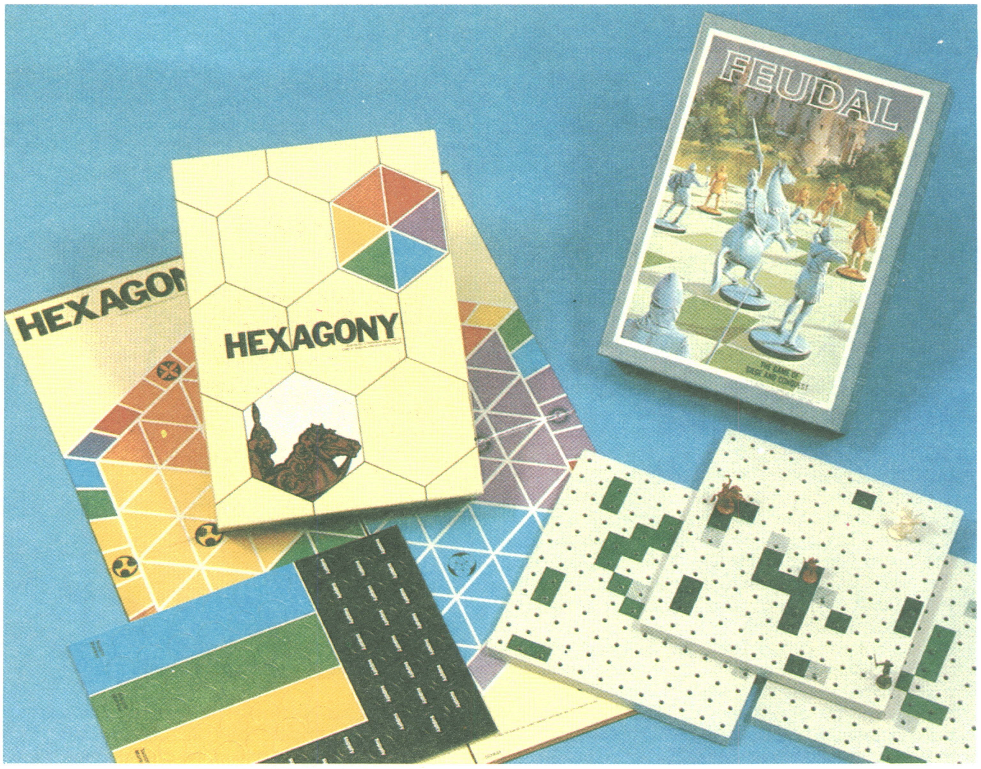
Each player starts the game with one army of twelve units and a limited amount of supplies. Each turn a player may either move his units on the battle board paying a supply counter for each roll of the dice, or try to obtain more supplies on the supply track. A player moving units on the battle board can keep moving till he chooses to stop, runs out of supplies, or throws a doubles.

The object is to capture or surround opponent's units, eliminating them for the game. When a player's army is reduced to three units or less, he is defeated and eliminated from the game. The last undefeated player is the winner.

Each game is different. Twelve terrain markers are placed randomly by the players before the start of each game, making a new board configuration each game. Then each player selects his army for that game at random.

A game of subtle skill and strategy. Players must know when to wait, and when to seize the offensive and attack. Alliances may be necessary, but watch out for the stab in the back. A game for everyone. Ten minutes to learn, under an hour to play, a lifetime of enjoyment.

Game includes a 16" × 22" mapboard, 2 dice, 12 terrain markers, 6 supply markers, 72 unit counters, 60 supply counters, and a rulebook.



FEUDAL **Playing Time—1 hour and up**

FEUDAL is sort of an advanced game of chess in a medieval setting, with some extra flourishes.

The gameboard represents four kingdoms. It has mountains, rough terrain, and valleys. Each army has a King, Prince, Duke, two Knights, a Squire, two Sergeants, four Pikemen, and an Archer. Each of these pieces has its own special way of moving and limitations (mounted men cannot move into rough terrain, for instance). Each player also has a castle.

At the beginning of the game, the players setup their armies secretly. Each game will be different as a player may place his castle and men anywhere in his kingdom. The object is to protect your own castle while capturing your opponent's.

You can move each piece each turn, but you must be cautious as your opponent can do the same during his turn. You must protect your men by placing them so they guard each other. Strategy involves a constant mix of offense and defense.

For two, three, four or six players. Game includes a 16" × 16" plastic mapboard, 6 fourteen piece armies, a divider screen, and a rulebook.

SOURCE OF THE NILE

Complexity Rating—5
Playing Time—2 hours and up

You are a great 19th century explorer in search of the source of the Nile River. Discover mountains, jungles, deserts, and great lakes in the uncharted heart of the Dark Continent. Meet and deal with native tribes. Survive animal attacks, disease, and starvation. Overcome superstition, desertion, and disaster. Become the greatest explorer of them all as you map the interior of Africa.

SOURCE OF THE NILE is a challenging and educational game in which players compete not only with themselves, but with nature. The mapboard is a representation of Africa from Dhartoum to Capetown and Lagos to Mombasa. A hexagonal grid is superimposed on the map. The periphery hexes of the map, showing the territory known circa 1820, are filled in. The interior hexes are blank.

Play begins in Europe where each player must first raise money to support his expedition. New explorers must do this by drawing chance cards for several turns until they feel their finances are adequate. Experienced explorers can accelerate this process by publishing their discoveries made during previous expeditions which allows them to draw additional chance cards.

When the player is ready, he begins his expedition by landing at a port on the African coast. Then, he must move inland, exploring each new hex as he enters it. In each new hex the explorer must map the type of terrain. In addition, he may interact with natives, and may be able to make discoveries. Finally, disaster may strike in any hex.

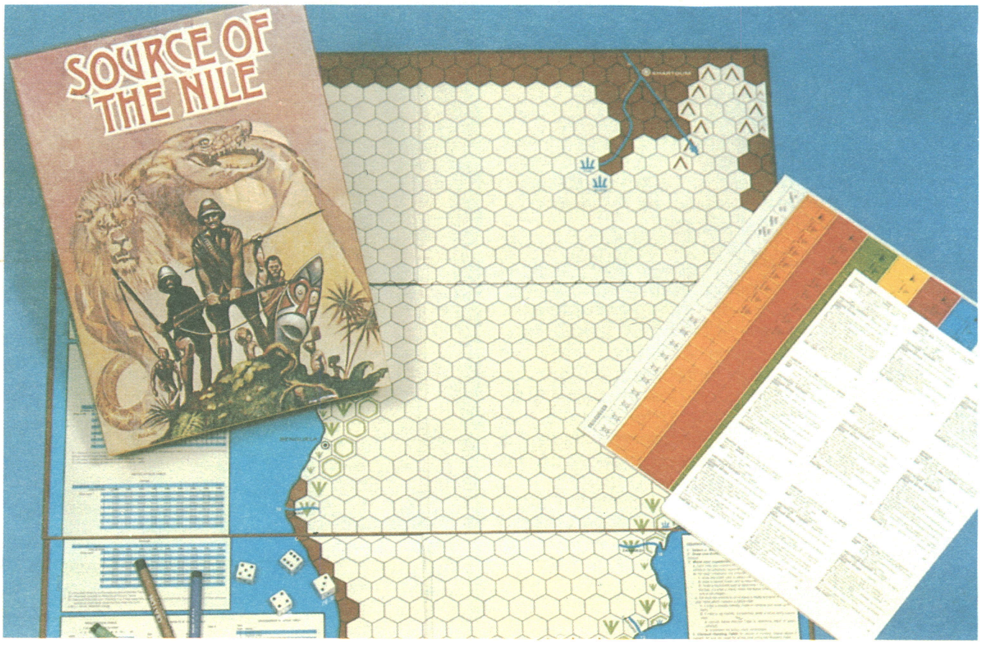
The mapboard surface is erasable. Each new explored hex is filled in by marking the terrain on the mapboard with a crayon. If the explorer dies before returning to Europe to publish his discoveries, all hexes which only he explored are *erased* and subsequent explorers will find that his discoveries were only rumors. They will have to explore the hex themselves.

When explorers do return to civilization, they may publish their discoveries after which the explored hexes may never be erased. Players may choose to withhold some of their discoveries and thereby enjoy the advantage of moving through terrain and dealing with natives known only to them in these hexes on subsequent expeditions.

Each explorer will have a specialty and will be trying to make certain types of discoveries. You can search for Dr. Livingston or King Solomon's Mines, for tropical plants or animals, or for waterfalls and mountains. A card deck is used to generate random results for discoveries and just about everything else too, including disasters, natives, terrain, and donations.

There are two separate games. In one, points are scored for discoveries and the winner will be the player with the most points at the end of the game. This game will usually last from two to four hours. In the other, the players must explore every hex on the map and the game will probably be played in several sittings. The game provides enough components for up to six players, though more can play without much trouble. The game is also a fine solitaire adventure.

Game includes a 22" × 24" mapboard, 380 counters, 108 Event Cards, an Expedition Log Pad, 4 dice, and 3 crayons, and a rulebook.



DELUXE TRIPPPLES

Playing Time—30 minutes

The infinite game. *TRIPPPLES* is one of those ingenious games that are so simple to learn, but impossible to conquer. The only difficulty is in the winning.

Believe it or not, the game was designed by a researcher investigating the theories of psychocybernetics as they relate to games. *TRIPPPLES* requires each player to move using 'feedback game theory'. Sounds complicated doesn't it? Fortunately, people think like this naturally to some extent when playing any game because it is an unconscious process. The trick to this game is in the expansion of such thinking and the ability of the player to tap this theory and thereby improve his chances of winning. Again though, it's more complicated than it sounds, since you improve these unconscious theories by improving very simple conscious, game playing skills.

The main advantage to a game based on such principles is that it balances the play of the game. A child of eight can play *TRIPPPLES* just as well as a man of eighty. And both will find it just as challenging. The game is complicated enough and simple enough for everyone.

For two players. The board is divided into eight rows of eight squares each. The sixty-four tiles are placed on the board, one in each square. Two of the four corner tiles are the starting positions for the players, and the opposite corners are the squares they must reach to win. Each tile has three arrows on it, the arrows pointing in three different directions. Each turn, a player may move in any of the three directions shown on the tile his opponent is on. However, the edges of the board, blank tiles, and your opponent's piece may block your movement. So, the game is one of subtle maneuvering, as you try to force your opponent to move to one tile so you can then move to one that is in the right direction towards victory.

Once the players have mastered the basic game, they may proceed to the advanced game, which is actually many games in one. In fact, *TRIPPPLES* has an almost endless number of variations to it, all of which demand more playing skill without destroying the simplicity of the game.

Game includes an 8″ × 8″ plastic gameboard, 64 fine wooden tiles, and the rulebook and guide "Everything you need to know about *TRIPPPLES*".

TWIXT **Playing Time—30 minutes**

TWIXT is a unique game that almost defies written description. It is ingeniously simple.

The object is to connect your two borders with an uninterrupted chain of linked pegs before your opponent can do the same. Every move will be crucial. Each player places one peg each turn. After placing a peg, a player may then connect any two or more pegs with links.

You must place your pegs in positions that help you (by extending your chain) and hurt your opponent (by blocking his chain) at the same time. A game of perfect balance and strategy where each move is offensive as well as defensive. For two or four players.

Game contains a 16″ × 16″ plastic gameboard, 100 pegs, 100 links, and a rulebook.

INTERN **Playing Time—2 hours**

PATIENT: "Doctor, Doctor, my arm hurts every time I do this."

DOCTOR: "So don't do that."

Tired of not doing that. Well, we've got the remedy for you. Dedicated to the search for world health, we've been keeping a little secret, but now that we've tested (playtested) it enough, we aren't akin to sharing it with you. A guaranteed cure-all, cunningly disguised as a game called *INTERN*. We'll even throw in a free test for gamer's gimp or luckyitus. No urine samples please.

INTERN has everything for everyone who has ever been sick. Hypochondriacs will have a field day. The game has all the popular diseases and ailments, and recreates all the enthusiasm with which doctors diagnose and treat them. The life and death flavor of a physician's duties can be tasted in every play. Habitual problems and unique symptoms all rear their ugly heads throughout.

INTERN may well become the best friend of patients and doctors alike, as a nice way to relax in sickness or health. In addition, it is just the gimmick, err tool, mothers and fathers are looking for to inspire their children to enter into the field of medicine. No self-respecting parent should be without a copy to use as propaganda.

The game is played on a board representing a large teaching hospital. Two to four players assume the role of interns, learning the art of medicine by doing. Each intern has a specialty, choosing from MEDICINE, GYNECOLOGY, SURGERY, and NEUROLOGY. Each starts with six hours of Time Scrip (one good night's rest), and four patients in his emergency waiting room.

As the game progresses, the intern must attempt to admit the patients to his ward and then diagnose, treat, and discharge them. But complications abound. Other patients may be transferred to an already overloaded intern. Complication patients can appear out of nowhere. A wild turkey (a patient that cannot be diagnosed) may be placed in an intern's ward. An intern may have to moonlight in another intern's emergency room. Consultations may have to be rendered or received. Pages may call an intern elsewhere in the middle of performing some duty. The need for sleep or food or nature may call. A patient may require emergency treatment and some may not survive even the best of care. And so on, and so on. Everything is here in the game just as it is in the hospital; success and life, failure and the harsh reality of death, pranks and the most serious moments. The intern that bears up best under the pressure and hectic schedule, and clears his ward first will be the winner.

Game includes a 16″ × 16″ gameboard, 40 Page Cards, 16 Patient Cards, 32 Diagnosis Cards, 40 Treatment Cards, 2 dice, a pack of Time Scrip, and a plastic storage tray, and a rulebook. No doctor's bags, thermometers, stethoscopes, white coats, or nurses included.

MOONSTAR

Playing Time—30 minutes

MOONSTAR is a game unlike any other game.

What makes it so different? All the action in the game is governed by dice, yet there is no luck involved. The dice simply establish the situation. It is up to the players to act upon it. Playable by *any* number of people, from one to a hundred, *MOONSTAR* combines numbers calculations, memory, and quick-thinking into a fast-playing, action-packed, exciting contest of pure skill. A game with endless variety.

The board represents the twelve constellations (stars) of the Zodiac and the playing pieces represent moons and planets. Each game consists of a number of rounds of play. In each round, the board and playing pieces are first setup by one of the players. Then the dice are thrown.

A one-minute auction period begins. Each player may bid any number of times in the auction or not at all. Each bid, however, must be higher than the previous one. When the one-minute runs out, the highest bidder plays that round.

The play of the round also lasts one minute. A player plays a round by placing one die on each moon on the board, and then moving that moon (and die) a number of stars equal to the number of the die. The die is then removed and the moon may not be moved again. This procedure is followed for each moon. The player must move each moon before the time runs out, or those moons which have not been moved may not move.

The player's score is then totalled to see if he has made his bid, by scoring a number of points for each moon, depending on which stars and planets they have landed on. If a player makes his bid, he scores a number of points equal to his bid. If he fails, he scores minus points.

Rounds are setup and played in this manner until one player has scored enough points to win.

But this is only the beginning. *MOONSTAR* is actually twelve games in one. Game One is simply the Basic Game. Games Two-Twelve each change one or more parts of Game One, or add something to it. They introduce things like challenging bids, side bets, more moons, more dice, different planet values, no planets, and advanced scoring methods.

Game includes a 16″ × 16″ gameboard, 15 Moon counters, 21 Planet counters, a scorepad, a one-minute sand timer, 11 dice, and a rulebook.

BUREAUCRACY

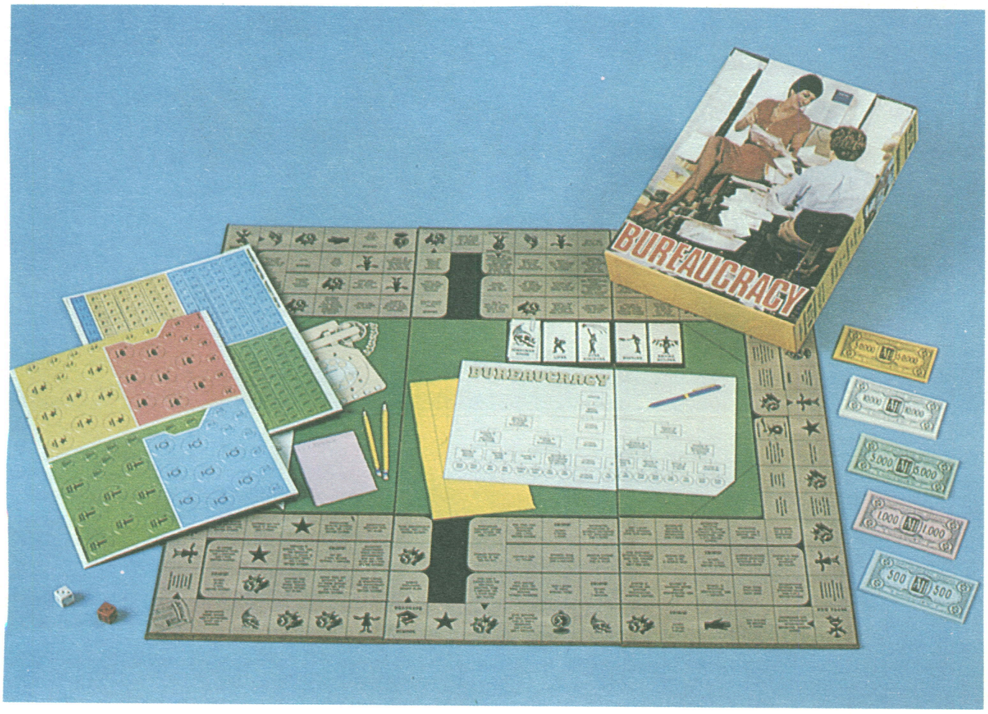
Playing Time—2 hours

At sometime in your life you have probably wondered what the purpose of a bureaucracy is. Well, we have a game that has the answer—

> "The purpose of the bureaucracy is to provide every American with a decent home, effective education, gainful employment, comprehensive medical care, an invincible military, and constant, total constitutionally perfect happiness by the players application of all of their skills, intellect, and energy in an objective, dispassionate and ethical fashion faithful to the great dictums of the Judeo-Christian moral tradition, the founding father's pronouncements, and the meritorious directives of Civil Service to all those great tasks made more manageable and cost effective by our great bureaucracy, thus only apparently more meaningless and wasteful to those participating in the administration of the public good, and thus to render comprehensive by winning."

Now what could be clearer?

BUREAUCRACY is designed to simulate the bureaucratic behavior which constitutes so much of what we call government. It is convoluted, Byzantine, and entertaining. It is also cost effective, feasible, and administratively impossible. In its early stages, *BUREAUCRACY* required a fifteen story parlor, a six acre gameboard, 200,000 pieces, and a 15,000 page rulebook. Of course, this prototype was unwieldy. Consequently, we were forced to simplify the game. The present version is good for two to eight players.



Each player starts the game at the lowest organizational level. The winner is the player who rises up through the masses to become the Director of the Bureaucracy.

Players may select one of four lifestyles, each with its own advantages and disadvantages: lifer, over achiever, empire builder, or hustler. To be promoted from level to level, a player will need the required number of promotional prerequisites and that's where the fun comes in. All sorts of things can go wrong. Players may be demoted. They may be involved in scandals. They may become involved in power plays. They may have to go before a Grievance Committee. A player may even go bankrupt and have to start all over from the bottom again. There is no one sure formula for success. Players will have to stay out of trouble and use all their cunning to succeed.

BUREAUCRACY is a game that makes being a part of the bureaucracy fun. It will make you laugh at government and yourself at the same time. For civil servants, it's required recreation. For just you and me, it's a must. Don't be surprised though, when you open the box and hear the call of the jungle. It's a wild game.

Game includes a 22″ × 24″ gameboard, 2 dice, 240 Promotional Prerequisite counters, 20 Power Play counters, 64 Player counters, a pack of money, 80 Lifestyle Cards, 20 Memo Cards, 20 Consumer Goods Cards, 8 Bucks, 1 Power File, and two rulebooks (one that explains the bureaucracy, and one that explains this explantation).

Historical Note: *BUREAUCRACY* is a somewhat less complicated version of THE GREAT CHAIN OF BEING, a medieval, theological, parlor game, first uncovered in a small church in Urbino during the renovation of an ancient, holy, but clearly inadequate, sewage system. Both the Church and the monastic Parkouer Brothels deny the authenticity of the game. As one official noted, "that's a crock".

BUSINESS STRATEGY

Playing Time—2 hours

America has long been a place where a poor boy can grow up to be President. *BUSINESS STRATEGY* gives you a head start by letting you begin the game as the President of a major corporation.

For two, three, or four players. Each player begins the game with two factories, some raw materials, some finished products, and some money. Each turn players must bid (secretly) for more raw materials. However, there are never enough to go around, so only the highest bidders will be able to buy. Players then make finished products from the raw materials in their factories. Finally, players can try to sell their finished products. But, again, the market only needs so many products, so only the cheapest products will be sold. You get ahead by preventing your competitors from doing the same. You must be shrewd, logical, opportunistic and ruthless to win.

Players may borrow money from the bank to build more factories, even automated ones, in an effort to raise their productivity and profits. But all sorts of unexpected things can go wrong too. Workers can go out on strike. The consumers can boycott a product. The Consumer Protection Agency can investigate your factories and products. A transportation strike can cut your work force in half. The economy can turn sour. Fire can destroy one of your factories. In fact, a player can go bankrupt any number of ways.

BUSINESS STRATEGY is four games in one. The rules to the Family Game take about five minutes to read. You can then begin playing. The Basic Business Game is only a small step up from the Family Game, adding some special situations and a few more rules. The Classroom Game can be used by teachers interested in giving younger students a realistic look at the business world.

The Corporate Game gives the players the complete business picture. It adds taxes, advertising, dividends, stock issuance, investment credit, work incentive, and a detailed closing procedure.

Game includes a 16″ × 16″ gameboard, a Running Record Scorepad, 16 Business Climate Cards, a pack of money, 16 tokens in four different colors, a family game rulebook, and a business game rulebook.

EXECUTIVE DECISION

Playing Time—2 hours

You are a top-level executive who must make the crucial decisions for your company that will make the difference between profit or loss. You must study the situation. You must purchase raw materials and sell finished goods according to market supply and demand.

For two to six players. Each player begins the game with some money. This is used to buy one or more of the three types of raw materials available; standard, fine, and x-fine. Players must attempt to buy these raw materials at the lowest possible prices. They can then turn these raw materials into finished products which they try to sell for the highest possible price.

Players must gauge what other players will do each turn, so they can pay the minimum amount for raw materials and get the most return for their finished products. Price fluctuations must be accounted for in a player's strategy. Many times players will be unable to buy the amount of raw materials they need or want. Other times, players will not be able to sell their products for a profitable price.

Several variations add variety to the game after players have mastered the basic system. This is a simple game of strategy with the emphasis on competition among the players and the companies they represent.

Game includes a Price Level Board, a tally scorepad, a pack of money, 84 Raw Materials Cards, a crayon, and a rulebook.

STOCKS AND BONDS

Playing Time—1 hour

Each player begins the game with some money. Players must invest this money in stocks from any of ten companies. The current market prices are established each turn by a Market Price card. It can be a 'Bear' market (a declining market), or a 'Bull' market (an advancing market).

If it is a bear market, players who invested heavily last turn may lose their shirt, since most stock prices will go down. If it is a bull market, players who invested heavily will make great gains, since most stock prices will go up. But there are always exceptions. Some stocks seem to do better in a bear market and some do worse in a bull market. Some stocks are safer investments, because they go up and down very little no matter what the market. And some stocks are very risky investments because they go up and down in leaps and bounds, regardless of the rest of the market. Finally, there are Bonds which are slow but reliable.

Players must choose a general strategy and invest in the stocks that fit their strategy. You can play it safe, gamble, or do a little of both. The winner will be the player who has gained the most money through his transactions at the end of the game.

Game includes a Stock Board, 2 dice, 36 Market Price Cards, 210 stock certificates (21 in each of ten companies), a plastic storage tray, a scorepad, and a crayon, and a six page rulebook.

STOCK MARKET

Playing Time—1 hour

Each player begins the game with some money and some shares of stock. The prices of each type of investment are set at a standard starting price.

In Game I, players decide what they wish to buy and what they wish to sell, and place their market orders simultaneously at the Trading Post. A Trend Card is then drawn and the market prices change accordingly. The exact rise or drop for each security is determined by the net difference between the number of players buying and the number of players selling each security. The winner is the player with the greatest net worth at the end of the game.

Game II adds rules for preferred stock, convertible bonds, warrants, and stock splits. Optional rules, that can be added to either game, include conversions of chips, buying on margin, selling short, and combinations of the other rules. In addition, special rules are provided for solitaire play, classroom play, and play with more than six players.

Game includes a 16″ × 16″ gameboard (which includes the Quote Board, the Trading Post, and the Turn Record), 30 chips, 5 tokens, a pack of money, a one-minute sand timer, 15 Trend Cards, 25 Blue Chip stock certificates, 25 Speculative stock certificates, 16 Preferred stock certificates, 15 Warrants certificates, 11 Bond certificates, an example sheet, an "investor's Manual", and a rulebook.

It isn't by a lack of planning that we have two games on the Stock Market. We just didn't foresee the possibility of there being two good games on the subject. But when we found out, we decided to acquire them both just to be safe and cover all the bases.

GOLD
The International Investment Game

Playing Time—1 hour

At last, a financial game that combines simplicity and the feel of high finance. *GOLD!* is a game that is easy to get into. It takes about ten minutes to read the rules. You can then enter the world of international finance and begin to manage, or mismanage, your investments. A game for the whole family, that young and old can enjoy together, while learning a little bit about the money that makes the world go round. For two to eight players.

Each player begins the game by selecting his multi-million dollar holdings (his portfolio) in U.S. and foreign investments, choosing from U.S. Bonds, U.S. Equities (stocks), Japanese Yen Bills, German Deutschemark Bonds, British Sterling Gilts, Swiss Franc Deposits, and of course Gold.

Because a player can choose his portfolio, he can adopt the style of play that best suits his personality. Some investments are risky, and while a lot can be gained quickly, a lot can be lost just as quickly. Other investments are relatively safe and a player will not gain or lose everything all at once. But these are only the extremes. Most investments fall somewhere in between.

The game is divided into a basic game and an advanced game. Both are challenging and simply presented. The advanced game just adds a little more spare change. Playing *GOLD!* is an easy way to gain a few million, and the only way you want to lose a few. It's a golden opportunity for you.

Game includes 16″ × 22″ gameboard, 8 playing pieces, 450 Investment Certificates, 25 RISK Cards, 25 OPTION Cards, 8 Prices Change/Yield Change Cards, 2 Playing Aid Cards, a pack of money, 2 dice, one special die, and a rulebook.

FOREIGN EXCHANGE

Playing Time—2 hours

FOREIGN EXCHANGE is a simulation of the international currency situation. As such, it is a complex game and not for everyone. But, if you are a student of the international money market or just curious why the U.S. dollar is worth less and less each year despite the fact that the U.S. is the strongest nation in the world, then this game is for you.

International companies realize gains and losses when changing currency rates alter the value of their income and assets in foreign countries. The game recreates this situation by allowing the players to own and manage multi-national companies in various cities throughout the world.

No money is included with the game, though this is a money game. All financial transactions take place on worksheets, ridding the game of the messy chore of continually distributing and counting money. So, players are also serving as bankers and accountants.

Players move around the board, from city to city around the world. Anything can happen, and players can employ certain dirty tricks as part of their strategy. A player can go bankrupt at any time.

FOREIGN EXCHANGE is actually three games in one. The Beginners Game is the basic game. The Intermediate Game gives players the ability to protect their holdings against adverse currency movements. The Expert Game permits players to borrow money to expand and protect their company. On all three levels, the game is highly sophisticated in its play and what it simulates. For two, three, or four players. Game includes a 22″ × 16″ mapboard, a Networth Worksheet pad, a Foreign Exchange Worksheet pad, a Hedging Cost Worksheet pad, 160 counters, 4 playing pieces, 28 City Cards, 32 Risk Cards, 2 dice, and an eighteen page rulebook.

OH-WAH-REE

Pit-and-pebble games have been played for over 3,500 years, probably originating in Egypt or Arabia. Anthropologists call them "mancala" games. Carvings of two facing ranks of six shallow pits similar to those used in mancala games today may be found in many temples in Egypt and India.

In the past, these games have been played with rubies, sapphires, and other precious jewels instead of pebbles. They have been used as to gamble, sometimes with slaves as the stakes. They have been used to amuse the spirit of a body awaiting burial.

OH-WAH-REE is a modern day pit-and-pebbles game. Its ancestors are almost as old as man.

Playing Time—1 hour

OH-WAH-REE is for two, three, or four players. The board is a circle with twelve pits. Each player marks his territory by placing his color markers in front of those pits which are his. An equal number of pebbles are placed in each pit.

Each turn is made up of one or more laps. A player performs a lap by picking up the pebbles in one pit and sowing (dropping) them one at a time into each consecutive pit he moves to from the starting pit. The lap ends when the last pebble has been sowed.

At the end of a lap, you may capture any of the opponent's pits with only two or three pebbles. The pebbles in these pits are removed to your storage pit. The game ends when one player has no pits with pebbles.

Winning can be by luck or strategy, depending on how the players want to play the game. Losing, no matter how it occurs, is the pits. A number of variations, including Oriental *OH-WAH-REE* and Arabian *OH-WAH-REE*, make the game's scope almost endless.

Game includes an 11″ × 16″ plastic gameboard, 48 marbles (markers) in four different colors, over 100 glass pebbles in various shapes and sizes, 2 cloth storage pouches, and a rulebook.

CHESS

Playing Time—1 hour and up

This game makes a great beginners chess set or a second set for experts. The bookcase box allows easy storage and fine decoration.

Game includes an 11″ × 11″ simulated wooden chess board, Staunton design, simulated French wooden chessmen, a plastic storage tray, and a rulebook.

GO

Playing Time—2 hours

GO is probably the world's oldest board game. It originated in China as far back as 2356 B.C. It was brought to Japan about 1000-1200 years ago where it became the game for feudal nobles and lords, and eventually the common people. Children are now exposed to it at a very early age so they can develop skills and strategy. The game has even developed courtesies and conventions.

The game board is comprised of 361 intersections. Nine intersections, called STARS, are designated by concentric circles. These function as orientation points for play and as handicap positions. The playing pieces are called stones.

Each turn, a player may place one stone in any vacant intersection. The object is to capture an opponent's stones by surrounding them and thereby "filling their liberties". The game becomes one of expanding territory as you try to cover as much of the board as you can with your stones. When neither player can invade the other player's territory, the game is over and the player with most territory is the winner.

The rulebook includes many examples that cover almost every situation that can occur in a game, and scoring illustrations. For two people.

Game includes a 16″ × 16″ plastic gameboard, 180 white stones, 180 black stones, a plastic storage tray, a sample game sheet, and a rulebook.

SMOKERS WILD

Playing Time—1 hour

SMOKERS WILD is a blend of fun and macabre derived from one of the world's worst habits: smoking!

The game can be enjoyed by both smokers and non-smokers as *SMOKERS WILD* does not actually require players to smoke. However, it could inspire smokers to quit and would definitely deter anybody from ever starting.

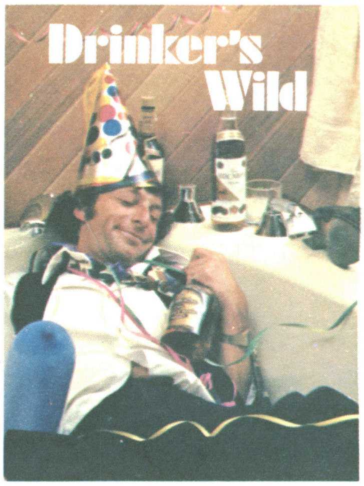
The game is a king sized spoof on smoking and the tobacco industry. All players start the game as healthy and wealthy non-smokers. But a roll of the dice could turn anyone into a four pack a day smoker of zany cigarette brands.

Once hooked, financial and medical problems pile up. Therefore, your aim as a player is to avoid starting to smoke or to quit as soon as possible.

During the game players will also have various roles to play: The Undertaker (Doug Graves), The Doctor (Mel Practice), The Taxman (Owen More), The Tobacco Planter (Roland Myone), and so on. These crazy characters will involve you in some very funny, and not so funny, situations when you collect KOFFS (money) from other players or have to 'cough up' some KOFFS yourself.

The winner is the player who avoids a nicotine fit and manages to survive the longest.

Game includes 16″ × 16″ gameboard, 24 HAVE A PUFF cards, 12 Cigarette Brand cards, 8 Occupation cards, a pack of money (KOFFS), 12 tokens, 2 dice, and instructions.



DRINKERS WILD

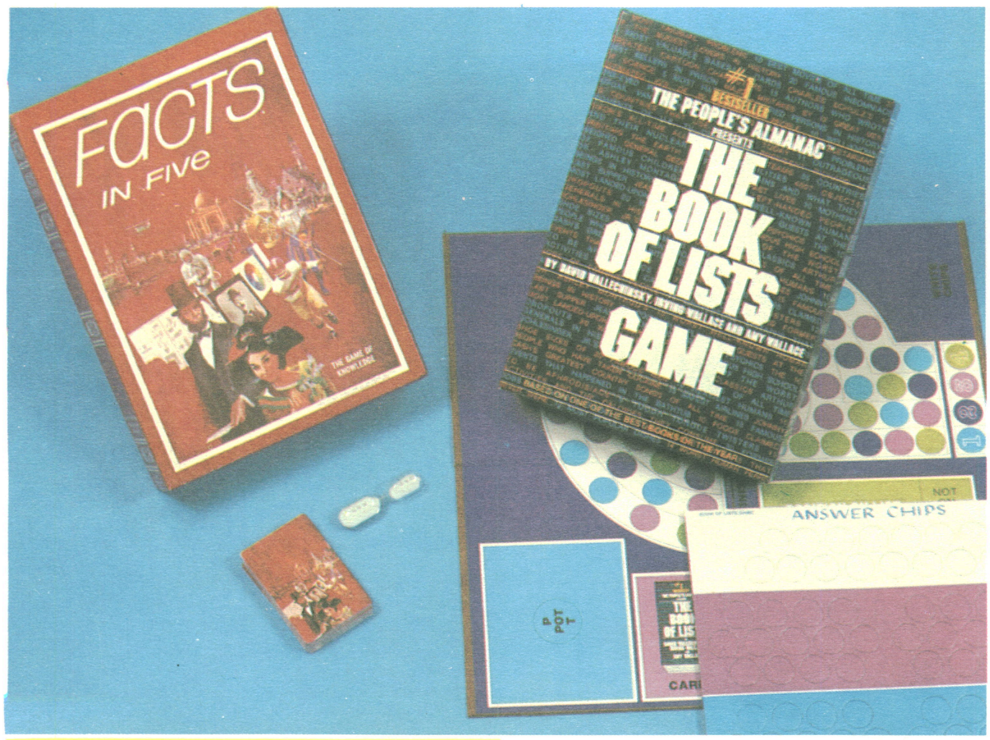
Playing Time—1 hour

DRINKERS WILD sometimes affectionately known as *Boozeopoly*, is a hilarious game that could drive you to drink. This game will tell you everything you wanted to know about drinking but were in no condition to ask!

Players, acting as bottleggers and rum-runners, buy and sell such famous booze brands as HICARDI rum, SMASHOFF vodka, and SOUTHERN DISCOMFORT liquor. The best winning strategy is to sell your opponents enough drinks to passout of the game. It also helps to avoid pub crawls, wine tasting parties, the drunk tank, and extended tours of the brewery.

Actual consumption of liquor is not required to play this game especially if you want to win!

Game includes 16″ × 16″ gameboard, 16 Bottle cards, 16 Drinkers Wild cards, a pack of money, 2 dice, 4 tokens, and instructions.



FACTS IN FIVE

Our *BEST* Seller.

Playing Time—1 hour

FACTS IN FIVE combines the elegance of simplicity and the excitement of competition with memory, general knowledge and an interest in trivia.

FACTS IN FIVE pits players against time, themselves, and each other. In each round, players select five classes and a category in each class, selected from over one thousand choices of popular and academic subjects. Five letters are then chosen. A five minute time period begins. Each player must fill in as many of their twenty-five blank spaces with words or phrases that begin with the letters in the subject class and categories already selected.

FACTS IN FIVE is for two or more players (up to and including an infinite number). Each game will last about an hour. Special rules allow children of all ages to compete on an even basis with adults.

Game includes 56 Class Cards, 30 Letter Squares, a Master Score Pad, Play Card Sheets, a Sand Timer, and a plastic storage tray, and a rulebook.

BOOK OF LISTS

Playing Time—1 hour

If this title sounds familiar, it's probably because you've read the book. Literally. You see, this is a game based on a book. And if movies can do it, why can't we?

What do the book and this game have in common? Lists, of course. Here's a taste of the lists in the game.

- Ten worst films of all time.
- Seven famous men who died virgins.
- Ten sensational thefts.
- Twenty famous high school dropouts.
- Nine breeds of dogs that bite the most.
- Fourteen worst human fears.
- Ten worst sounding English words.
- Nine most caloric foods.
- Eight most valuable baseball cards.

Lists on almost every subject imaginable, involving people, places, happenings, and things. Lists prepared by Ann Landers, Johnny Cash, Bing Crosby, Jeane Dixon, Dr. Margaret Mead, Charles M. Schulz, Pele, Gene Kelly, Arnold Palmer, and many, many more.

Players must use general knowledge, educational guesses, intuition, and logic to establish where a certain item belongs on a list. They then bet and the person who is right, if anyone is, takes the pot. If no one is right, the bets carry over to the next list, which just becomes a sweeter pot. Bluffing is involved as players try to tempt or scare other players out of bets.

Bets are made by committing chips to the pot. Each player starts the game with chips of only one color. To win, players must gather chips of all colors through the betting procedure. The chips are then placed on the board in circles of matching colors as the player proceeds around the board towards victory.

A deceptive combination of strategy, luck, and gambling. For two, three, or four players.

Game includes 16″ × 16″ gameboard, 119 chip counters, 120 List Cards, and a rulebook.

SHAKESPEARE

Playing Time—2 hours

"The play's the thing." (The play of the game, that is.)

SHAKESPEARE is actually four games in one. Three of these are playable by two, three, or four players, while the fourth is a solitaire game.

The Basic Game requires no knowledge of Shakespeare. Players each begin with two or three playing pieces and must get their pieces around the board and finally to the Globe Theatre. The first player to do so will be the winner.

The Advanced Game also requires no knowledge of Shakespeare. However, it does add several strategic aspects to the Basic Game. Players have much more freedom in the movement of their pieces and they can hinder and influence other player's movement by their moves.

The Basic and Advanced Games both have a little side effect though. Many times, while playing these games, a little knowledge of Shakespeare is unconsciously absorbed by the players. The game can even serve as a teaching tool, with the learning disguised within a fun game.

The Tournament Game is played like the other two games except that knowledge of Shakespeare is necessary for victory. Players will be required to answer questions about Shakespearean plays and poetry. They may have to identify quotes or name characters from the plays. It is in the Tournament Game that knowledge and strategy are combined to make the competition keen.

The solitaire game is a test of knowledge. The player is playing against himself. Played along the lines of the Tournament Game, the object is to reach a point total in a limited amount of time, and then better this total each game thereafter.

Both the Tournament and Solitaire Games are excellent teaching aids. Many players will be surprised at how much they know already, and many more will be surprised afterwards at how much they have learned. The game makes Shakespeare fun.

Game includes 16″ × 16″ gameboard, 112 Quotation Cards, 12 Chess playing pieces, 2 dice, a fifty-two page booklet including synopses of each Shakespeare play, and a rulebook.

IMAGE

Playing Time—1 hour

The who, what, when, and where game.

He was a non-fictional writer and scientist who lived in both the 19th and 20th centuries in both Germany and America. Who is he?

He is a living, United States, sport figure whose last name begins with an M. Who is he?

IMAGE is a game where players create images of well-known people of the past and present by putting personality profiles together using the four types of Profile Cards and Letter Cards in the game. Each person is dealt five cards down to start the game. And then ten cards are dealt face up on the board in their matching colored areas. Red cards are Letter Cards. Green cards are Status Cards. Blue cards are Activity Cards. Brown cards are Time Cards. Orange cards are Place Cards.

Each turn, a player must play three cards from his hand and as many cards as he wants from the board to create images. However, you must have a definite person in mind for each image you create.

A player may end an image of three cards or more by playing a Letter Card on the image and identifying the person the image represents. The player scores a number of points for that image equal to the total of all the cards. Then the player replenishes his hand and the board by drawing new cards from the deck. The game ends when the deck is exhausted, with the player with the highest score the winner.

Game includes a 22″ × 24″ gameboard, a scorepad, two decks of Profile Cards (52 cards in each), and a rulebook.

POINT OF LAW

Playing Time—1 hour

Have you ever wanted to be a judge, wear a judge's robes, and decide matters of life and death? Well, now you have the chance, because *POINT OF LAW* puts you right up there on the bench.

For two or more players. One player is appointed the moderator and one player the scorekeeper. The moderator reads a case from the casebook aloud to all players. Each player must then render a decision in the case, from the four possible decisions given in the casebook.

After all discussion has ended, the moderator reads the Court's decision from the casebook. Each of the other possible decisions is rated either 'poor' or 'fair'. Players score points according to their written decisions. If the majority of players have chosen a decision other than the Court's decision, each player receives one extra point for deciding with the majority.

Game includes a scoreboard, a decision pad, a crayon, and a rulebook (including one hundred cases).

WORD POWER

Playing Time—1 hour

WORD POWER is a word-definition game for two or more players. Three decks of Word Cards provide three different levels of play within the game and allows players of all ages to compete on an equal basis. The object is to 'publish books' by matching synonyms and antonyms that appear on the word cards. The winner is the first player to publish ten books or collect $100,000.

Game includes a 16" × 16" gameboard, 8 tokens, a pack of money, 1 die, three decks of Word Cards (blue, black, and red; 144 cards in each), a thirty-six page "Word Power Guide", and a rulebook.

TUF/TUFABET

Playing Time—30 minutes

TUF is a game of mathematics.

For one, two, three, or four players. Each player is given a number of cubes, the number and type depending on which game is being played. All players then roll their cubes on the table at the same time. The first person to form an equation must call out 'Tuf'. Then a sand timer is started and each player must try to form an equation longer than the one already formed, calling out 'Tuffer' when he does so. The game continues from there to 'Tuffest', 'More Tuffest', 'Most Tuffest', etc., until one player uses all his cubes or the time runs out.

There are an endless number of variations to the basic game, adding cubes with multiplication and division, fractions, constants, decimal points, parentheses, exponents, roots, powers, or playing in bases other than base ten.

A great tool for teachers and parents alike, to help children learn about mathematics.

Game includes 64 wooden playing cubes, three sand timers (one red three-minute timer, one yellow two-minute timer, and one blue one-minute timer), a plastic storage tray, and a rulebook.

TUFABET is *TUF* with letters instead of numbers. It is just as competitive and can be played by one, two, three, or four players.

Game includes 81 wooden playing cubes, three sand timers (one red three-minute timer, one yellow two-minute timer, and one blue one-minute timer), a plastic storage tray, and a rulebook.

microcomputer games® a division of The Avalon Hill Game Company

Software for your home computer!

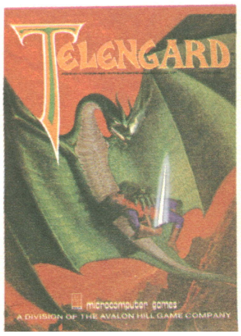
LEGIONNAIRE—Real-time simulation of tactical combat during the days of ancient Caesar. YOU as Caesar command up to ten legions against an army of barbarian infantry. The game provides cavalry, shock effects, fatigue, morale, and slope effects as the battlefield scrolls before you in full color and animation. LEGIONNAIRE presents the finest **graphics** and **playability** way **beyond the state of the art.** **#43501** 16K Cass. for Atari 4/800

TELENGARD—Microcomputer Dungeon Adventure game.
In the mysterious underworld of TELENGARD there are fifty levels of ever-more complex mazes for mighty adventurers to explore.
Various means of survival tactics are at the adventurers disposal and all of the necessary ingredients have been incorporated into this **real time fantasy and role-playing game.**
Using wits, magic, and fast thinking the players delve deeper and deeper into the depths of TELENGARD to fight monsters and reap very valuable rewards. Other not so lucky contestants have never been heard from again!

#42401 48K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, 32K PET CBM, 2001 **#42451** 48K Disk for TRS-80 Mods. I/III **#42452** 48K Disk for Apple II **#42453** 48K Disk for Atari 800

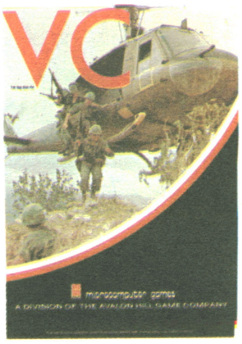
V.C.—V.C., short for Viet Cong is Avalon Hill's first game ever on the controversial Viet Nam War. Under your command is the chopper based air-mobile and heavily armed 1/509th Air Cavalry and 9/15th Field Artillery for fire support. It is an **unconventional conflict.** You have the task of bringing the civilian population under your protection where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you.
V.C. faithfully recreates this struggle in which you can lose without ever being defeated.

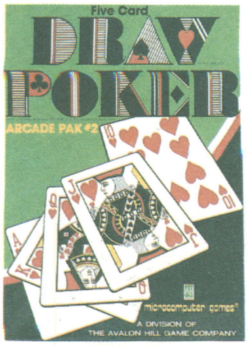
#42601 16K Cass. for TRS-80 Color and Mods. I/III, 32K for Atari 4/800 and Apple II **#42651** 32K Disk for TRS-80 Models, I/III **#42652** 48K Disk for Apple II **#42653** 40K Disk for Atari 800



G.F.S. SORCERESS—The first **science-fiction adventure game** of the continuing saga of Joe Justin and Selena Sakarov aboard the Galactic Federation Starship Sorceress. In the game, the player takes the part of Joe Justin as he attempts to clear himself of a false charge of mutiny. Beautiful full-color manuals are included giving the player useful clues in his or her attempt to prove Joe Justin's innocence.

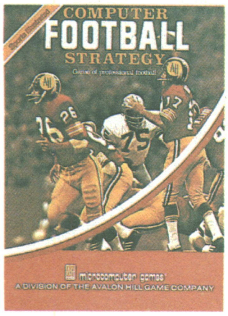
#42801 40K Cass. for Atari 4/800, 48K for Apple II and TRS-80 Mods. I/III **#42851** 48K Disk for TRS-80 Mods. I/III **#42852** 48K Disk for Apple II **#42853** 40K Disk for Atari 800





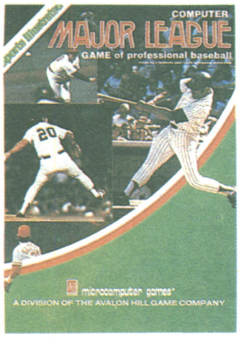
DRAW POKER—The crowd couldn't make it over for the regular weekly game? Relax, your personal computer (available for IBM, Apple, Atari, TRS-80 Mods. I/III, or PET CBM, 2001) will play 5 Card DRAW POKER and bring the crowd with it. COMPUTER DRAW POKER sets you up with four other players controlled by the computer. Lucky, Shifty, Ace, and Slim are their names and they play a smart and mean game, each in their own way. Your opponents will not be afraid to bluff on occasion and they do not bet foolishly. So be prepared to become a high stakes loser or if lady luck is with you, a big time winner.

#41601 16K Cass. for Atari 4/800, TRS-80 Mods. I/III, 48K for Apple II, 8K for PET **#41652** 48K Disk for Apple II **#41654** 48K Disk for IBM P.C.



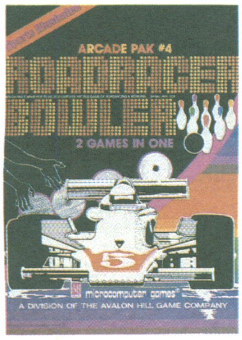
COMPUTER FOOTBALL STRATEGY—Thrilling computer version of Avalon Hill's famous board game. Based on the award-winning Sports Illustrated game of professional football; forces the player to constantly make the right decisions about his team's offensive and defensive formations. Match wits against the computer or against a live opponent.

#41551 32K Disk for TRS-80 Mods. I/III **#41554** 48K Disk for IBM, P.C.



COMPUTER STATIS PRO BASEBALL—Recreate an entire baseball season, championship or world series with real life player statistics. Avalon Hill has analyzed full season statistics for each player, converting it to computer memory so each performs in your game just as he does in reality. YOUR ability at managing could make an also-ran become a pennant winner.

#40801 16K Cass. for TRS-80 Mods. I/III **#40851** 32K Disk for TRS-80 Mods. I/III **#40852** 48K Disk for Apple II

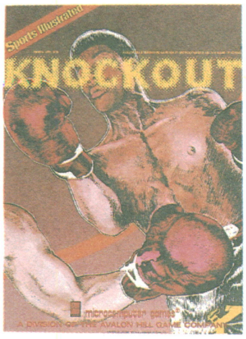


ROADRACER allows one or two players to choose a type of race track and a time or lap race before they vie for the checkered flag. The race will soon be won by steady control of your vehicle traveling at speeds of 50 to 200 miles per hour. Steer into a turn too fast and you'll likely crash into a wall losing valuable time. **ROADRACER** is another new **"ARCADE PAK"** game from Avalon Hill challenging your hand-eye coordination.

#42901 16K Cass. for Atari 4/800, 8K for PET CBM, 2001

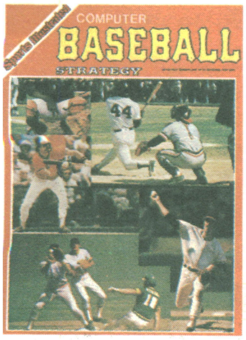
BOWLER is the other member of this duet, a one to four player game simulating ten pin bowling. Players control the direction of their bowling ball as it rolls down the lane altering its deflection and course. Your computer will keep impeccable score each frame!

#42901 16K Cass. for Atari 4/800, 8K for PET CBM, 2001



KNOCKOUT is a simulation of the gentlemanly art of self defense for one or two players. Featuring high resolution color graphics each player can control every action taken by his boxer with his joystick apparatus. The outcome of each match will be determined by your own speed and skill. It is in your hands! Available for your ATARI 400 or 800 with just 16K!

#43301 16K Cass. for Atari 4/800

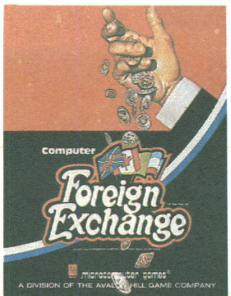


COMPUTER BASEBALL STRATEGY allows the player, as the manager of the home team, to test his skill against a wily and unpredictable opponent, his own computer. COMPUTER BASEBALL STRATEGY presents the player with realistic challenges to his skill as a manager while maintaining the incredible enjoyment and ease of play that made the original Baseball Strategy great. So, if you know you can do it better and are looking for a chance to prove it, COMPUTER BASEBALL STRATEGY is the game for you. Play Ball!

#41401 32K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, PET CBM, 2001

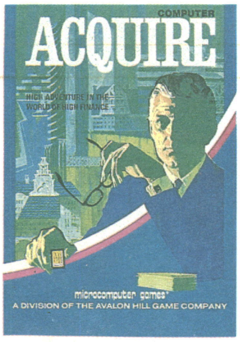
NUKEWAR—Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and anti-ballistic missiles. Your cold and calculating computer will choose its own strategy! Very fast paced for players of all ages and levels of experience.

#40301 16K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, PET CBM, 2001 **#40351** 32K Disk for TRS-80 Mods. I/III **#40352** 48K Disk for Apple II **#40353** 24K Disk for Atari 800



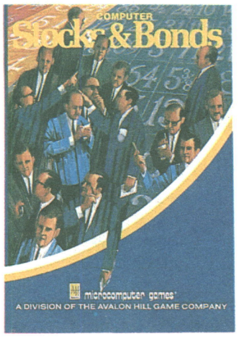
COMPUTER FOREIGN EXCHANGE—Two to four players own and manage multi-national companies in various cities throughout the world. Changing conditions require each player to make constant decisions after considering the financial resources of his company and his opponents. A variety of situations will determine likely changes in currency rates. To win, a player must form and implement the most successful strategy.

#42301 16K Cass. for TRS-80 Mods. I/III



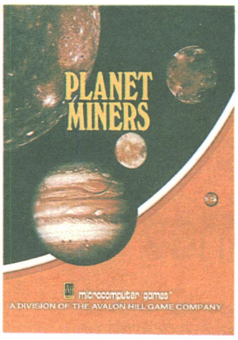
COMPUTER ACQUIRE—New Second Edition! The object of the game is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a SOLITAIRE game you play against the computer. One can even pit the computer against itself in this faithful recreation of the classic board game.

#40601 16K Cass. for Atari 4/800, Apple II, TRS-80 Mods. I/III, PET CBM, 2001 **#40652** 48K Disk for Apple II



COMPUTER STOCKS AND BONDS—Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would cause them to make great gains. The winner makes the most money through game transactions.

#40901 16K Cass. for TRS-80 and PET, 32K for Atari 4/800 and Apple II **#40951** 32K Disk for TRS-80 **#40952** 48K Disk for Apple II **#40953** 40K Deluxe Disk version for Atari 4/800 **#40954** 48K Disk for IBM P.C.



PLANET MINERS—One of four players compete with each other and the computer to stake valuable mining claims throughout the solar system in the year 2050. Each player must decide which ships to send to which planets and when to try "dirty tricks" like a sabotage and claim jumping.

#40401 16K Cass. for Apple II, TRS-80 I/III, PET CBM, 2001, 24K for Atari 4/800 **#40451** 32K Disk for TRS-80 Mods. I/III **#40452** 48K Disk for Apple II **#40453** 32K Disk for Atari 800

CONFLICT 2500—In 2500 AD, earth is threatened by attacking aliens programmed with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement and suspense of this clever SF game. A game for one to ten players in which you can control the length of the game and its difficulty.

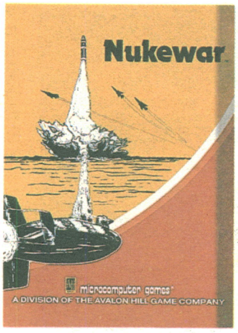
#40701 16K Cass. for Apple II, TRS-80 I/III, PET CBM, 2001, 32K Cass. for Atari 4/800 **#40751** 32K Disk for TRS-80 Mods. I/III **#40752** 48K Disk for Apple II **#40753** 40K Disk for Atari 800

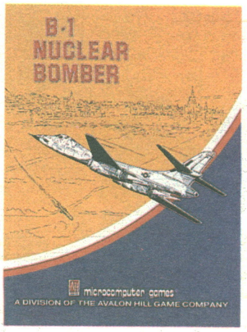
B-1 NUCLEAR BOMBER—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles.

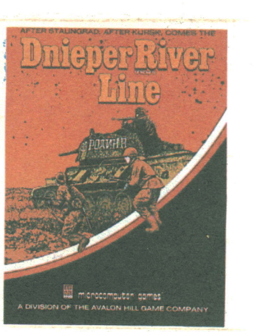
#40001 16K Cass. for TRS-80 Mods. I/III, Apple II, PET CBM, 2001, Atari 4/800 **#40051** 32K Disk for TRS-80 Mods. I/III **#40052** 48K Disk for Apple II **#40053** 24K Disk for Atari 800 **#40054** 48K Disk for IBM P.C.

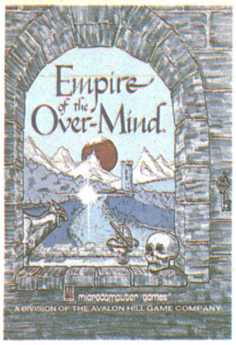
DNIEPER RIVER LINE—a fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. The game challenges you, the German commander, to repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. **DNIEPER RIVER LINE** has four levels of difficulty and comes complete with over 300 illustrated counters and a mounted mapboard.

#41701 32K Cass. for Apple II, TRS-80, PET CBM, 2001, 48K for Atari 4/800 **#41751** 32K Disk for TRS-80 Mods. I/III **#41752** 48K Disk for Apple II **#41753** 48K Disk for Atari 800



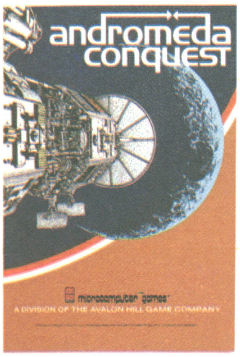






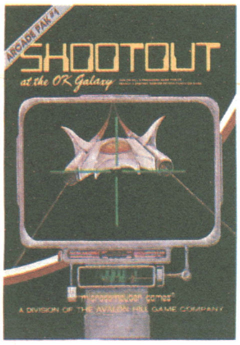
EMPIRE OF THE OVERMIND—Recent recipient of the GAME OF THE YEAR award by Electronic Games Magazine. Enchanting solitaire game. Embark upon an heroic quest to a different plane of reality. The Overmind, a tyrant that is part machine, part spirit of evil, cleverly overthrew the great king, who escaped and planned revenge that has taken 1,000 years to fulfill. Now, YOU must travel to the Empire of the Overmind and destroy the abomination. Includes deluxe copy of Rhyme of the Overmind.

#41101 48K Cass. for Apple II, TRS-80 Mods. I/III, 40K for Atari 4/800 **#41151** 48K Disk for TRS-80 Mods. I/III **#41152** 48K Disk for Apple II **#41153** 40K Disk for Atari 800



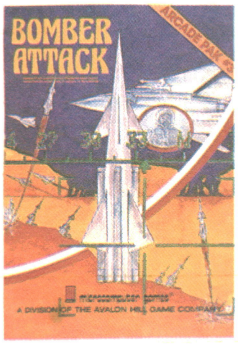
ANDROMEDA CONQUEST—Vast scale **space strategy game** of galactic colonizing and conquest. A game in which one to four players compete to form galactic empires throughout the star systems. Each star system has unique attributes such as strange life forms and alien technologies that make interstellar exploration and battle exciting.

#42001 16K Cass. for Apple II, TRS-80 Mods. I/III, PET CBM, 2001, 32K for Atari 4/800 **#42051** 32K Disk for TRS-80 Mods. I/III **#42052** 48K Disk for Apple II **#42053** 40K Disk for Atari 800 **#42054** 48K Disk for IBM P.C.



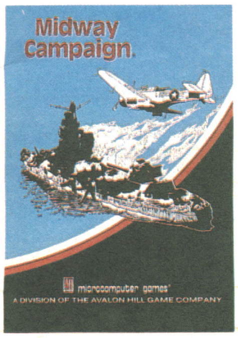
SHOOTOUT—30 ALIEN WARSHIPS HAVE ENTERED YOUR PATROL ZONE OK, shields up?, energy level . . . check, azimuth set?, yup. This may sound like the latest summer space movie thriller but in fact it's the preparations YOU will make when playing Avalon Hill's new arcade strategy game **SHOOTOUT AT THE OK GALAXY.** Over 2 years in the making, **SHOOTOUT** is purely graphical combining arcade excitement with just the right touch of strategy.

#41001 16K Cass. for Atari 4/800, TRS-80 Color and Mods. I/III 32K for Apple II, 8K for PET CBM, 2001 **#41002** 16K Cass. for Atari 4/800, 8K Cass. for VIC 20 **#41052** 48K Disk for Apple II **#41053** 32K Disk for Atari 800



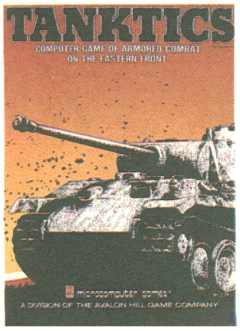
BOMBER ATTACK—Arcade game of Ground to air warfare, **BOMBER ATTACK** is a real time fast action game that puts you in command of a supersonic bomber over enemy terrain. You must drop all 25 bombs on key locations before the enemy can down your bomber. But watch out for Red Cross hospitals, they're neutral ground as provided in the Geneva Convention!

#42501 16K Cass. for Atari 4/800, 32K for Apple II, 8K for PET 2001



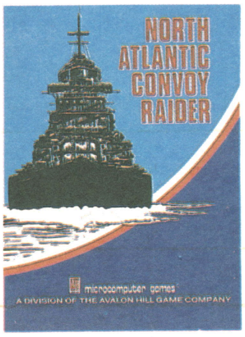
MIDWAY CAMPAIGN—Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement, the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You command the badly out-numbered and outranged U.S. Naval Forces. Your only advantage is surprise.

#40101 16K Cass. for TRS-80, Apple II, PET CBM, 2001, 32K for Atari 4/800 **#40151** 32K Disk for TRS-80 Mods. I/III **#40152** 48K Disk for Apple II **#40153** 40K Disk for Atari 800 **#40154** 48K Disk for IBM P.C.



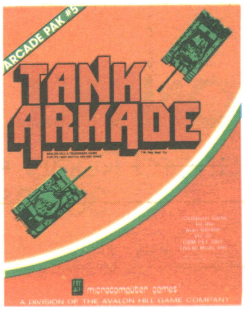
TANKTICS—Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. You also specify what your opponent, the computer is to have before going after or defending the specified objective from the Russians.

#41201 16K Cass. for Apple II, TRS-80 Mods. I/III, PET CBM, 2001, 24K for Atari 4/800 **#41252** 48K Disk for Apple II **#41253** 32K Disk for Atari 800



NORTH ATLANTIC CONVOY RAIDER—In the Bismarck convoy raid of 1941, the computer controls the British convoys and battleships. Will the Bismarck sink the Hood, only to be sunk by the Rodney and King George V, as in history? Or, will the Bismarck cripple or sink the British Home Fleet and go rampaging through the convoy lanes?

#40201 16K Cass. for TRS-80, Apple II, PET CBM, 2001, Atari 4/800 **#40251** 32K Disk for TRS-80 Mods. I/III **#40252** 48K Disk for Apple II **#40253** 24K Disk for Atari 800

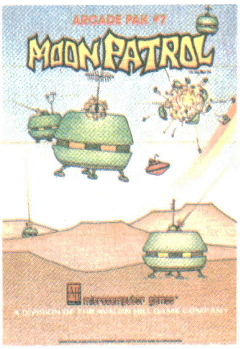


TANK ARCADE—Classic Arcade Action. Players pre-determine how many hits it will take to wipe out their opponents and then go to battle to plummet their human counterpart (or the computer) with their best tank battlefield strategy. TANK ARCADE is a fast paced solitaire or two player game with nifty graphics. The battlefield randomly changes after each playing.

#43101 5K Cass. for VIC-20, 8K for PET CBM, 2001, 16K for TRS-80 Mods. I/III, Atari 4/800

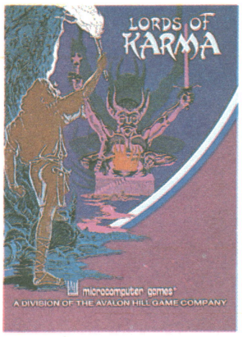
CONTROLLER—A **real-time** simulation of air traffic control in which you will have to guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft: Light Planes, Airliners, and Private Jets, with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. CONTROLLER transforms your microcomputer screen into a realistic "radar scope"; also, each aircraft's heading, velocity, and altitude is continuously displayed on a separate chart next to the radar scope.

#42101 16K Cass. for Atari 4/800 **#42152** 48K Disk for Apple II **#42153** 40K Disk for Atari 800



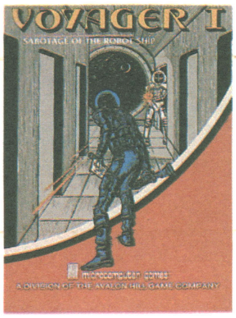
MOON PATROL—Arcade Pak game of lunar invasion. MOON PATROL beats any quarter gobbling game around and can be enjoyed in the privacy of your own home. There are four levels of increasing difficulty, each presenting new lunar attackers to battle. MOON PATROL is **fast, furious,** and most of all **fun.**

#44001 16K Cass. for Atari 4/800



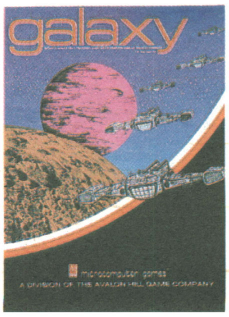
LORDS OF KARMA—Like an intriguing puzzle! The fun is in deciphering secrets while exploring a mythical, magical city and countryside, while at the same time avoiding lurking monsters. You tell the computer what you want by typing simple sentences. The computer has many surprises in store.

#40501 32K Cass. for Apple II, PET CBM, 2001, 40K for Atari 4/800, 48K for TRS-80 Mods. I/III **#40551** 48K Disk for TRS-80 Mods. I/III **#40552** 48K Disk for Apple II **#40553** 40K Disk for Atari 800



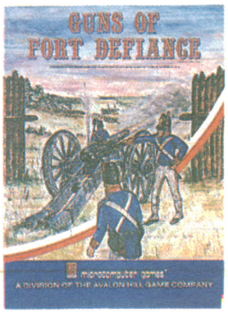
VOYAGER—A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. **VOYAGER** comes with color-animated graphics and sound capabilities for computers so equipped.

#41801 16K Cass. for TRS-80 Color, Mods. I/III, 24K for Atari 4/800, 32K for Apple II and CBM PET, 2001 **#41852** 48K Disk for Apple II **#41853** 32K Disk for Atari 800 **#41854** 48K Disk for IBM P.C.



GALAXY—Have you ever wanted to conquer the universe? In **GALAXY,** players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. **GALAXY** comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer. A different star map is randomly generated for every game.

#41901 16K Cass. TRS-80, Atari 4/800, Apple II, & PET CBM, 2001 **#41991** Two Sided Disk-32K TRS-80, 48K Apple II **#41992** Two Sided Disk 48K Apple II, 24K Atari 4/800 **#41954** 48K Disk for IBM P.C.



GUNS OF FORT DEFIANCE—In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, cannister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.

#41301 16K Cass. for TRS-80 Mods. I/III, PET CBM, 2001, 32K for Atari 4/800, 32K for Apple II **#41351** 32K Disk for TRS-80, Mods. I/III **#41352** 48K Disk for Apple II **#41353** 48K Disk for Atari 800

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The AVALON HILL Game Company
4517 Harford Road • Baltimore, MD 21214
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